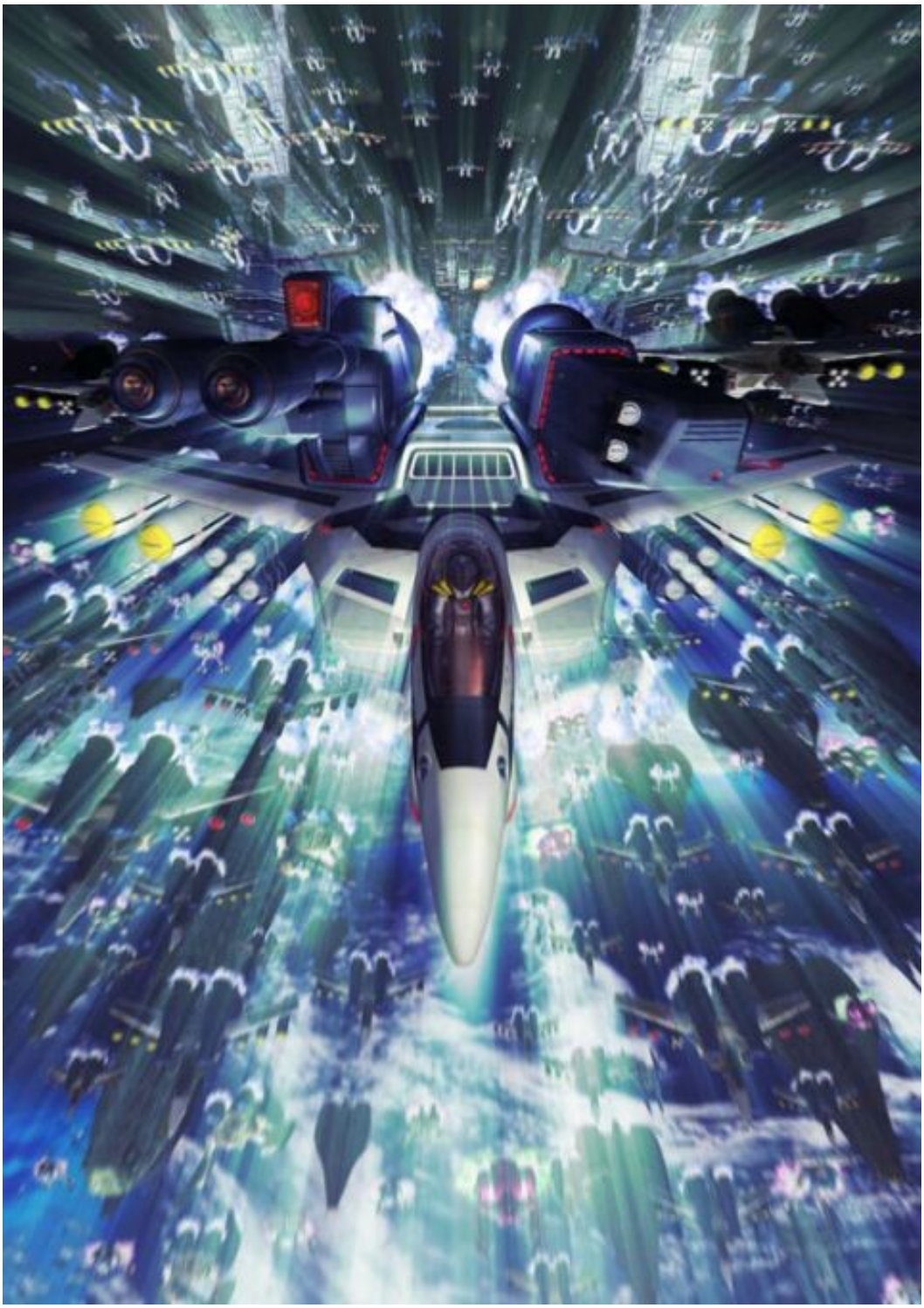
# Macross 2050 Game Master's Guide



This is the final book of the Macross 2050 RPG. It has many useful reference charts and compiled information for the GM's use.

# Chapters

Chapter 1 – Eras of Play
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# Chapter 1 – Eras of Play

The Macross saga stretches over a span of roughly 60 years, with every decade or so providing different campaign options.

World War III

WWIII takes place late in the 1990's as countries fight over control of the New Frontier station, and was primarily stopped by the crash landing of the rogue Inspection Army gunship. The threat of extraterrestrial forces was enough to make most nations call a ceasefire and ally together to form the New United Nations Government.

A campaign set in this era will be restricted to pre-OT weapons and vehicles. OTEC forms in 2000 to begin reverse engineering the alien star ship. It could be possible for the characters to be testing out the ET series "walking tanks".
*Mecha*: none unless pre-OT ET series are available
*Capital Ships*: pre-OT naval vessels

Anti-Unification War

This is the setting of Macross Zero in 2008. OTEC has had nearly a decade to develop Overtechnology from the Macross. The UN suffers a series of attacks by Anti-Unification forces using stolen Overtechnology.

A campaign in this setting would likely have the characters as VF-0 pilots, possibly using the other half of the squadron not shown in the Macross Zero anime, or testing out the destroids.
*Mecha*: VF-0, Monster Mk I, Sparta, Cheyenne, Tomahawk
*Capital Ships*: ARMD, Asuka II, Illustria, Oberth, Macross

Space War I

This is the setting of Macross. In 2009, as the Macross prepares to launch, the Zentraedi fleet searching for the gunship appears. Automated defense programming deep in the Macross' computer core causes the main particle beam cannon to fire, destroying a pair of Salan scout vessels and triggering the war.

A campaign in this setting has many options. The characters could be part of a squadron onboard the Macross as it journeys back to the earth, or they could be part of the earth forces who remained behind.
*Mecha*: VF-1, SDP-1, Spartan, Monster Mk II, Tomahawk, Defender, Phalanx, Maverick, Matador
*Capital Ships*: ARMD, Oberth, Macross, Prometheus, Daedelus

Reconstruction Blues

This setting also takes place during Macross (2010-2011). After the annihilation of the earth, and the destruction of Boddole Zer, many of the surviving Zentraedi are assimilated into earth's culture and aid in rebuilding. During this time, some Zentraedi refuse to adapt and begin engaging in guerilla tactics against the UN. The New United Nations renames itself to the New Unity Government to include the Zentraedi under their charter.

A campaign in this setting offers a great deal of opportunities for the characters. The UN must help in rebuilding the devastated earth while fending off attacks from rogue Zentraedi as well as skirmishes with other new governments near their borders.
*Mecha*: VF-1, Spartan, Monster Mk II, Tomahawk, Defender, Phalanx, Masamune
*Capital Ships*: Macross, Prometheus, Daedelus, rebuilt Zentraedi ships

A New Age

This setting fills the void from 2012 to the mid 2030's. The UN has begun a plan for colonization throughout the galaxy to preserve the human (and Zentraedi) race from the risk of annihilation again (heavy use of cloning for all forms of life). Every year from 2012, one or two colony fleets launch from earth, or an earlier colony, to settle on nearby habitable planets.

A campaign in this setting would likely involve one of the Megaroad colony ships, with the characters being part of that fleet. Exploring new worlds and fighting rogue Zentraedi forces would be a large part of a campaign in this era.
*Mecha*: VF-1X, VF-4, VF-5, VF-9, VF-11A, VF-14, VA-14, Spartan, Monster Mk II, Tomahawk, Defender, Phalanx, Masamune
*Capital Ships*: Macross, ARMD II, Prometheus II, Megaroad, rebuilt Zentraedi ships, Haruna, Neo Nupetiet Vergnitzs-bis

Defending the Earth

In 2036 and 2037, the sol system is assaulted by three different Zentraedi fleets (one Meltran fleet and two Zentran fleets). During this time, manufacturers make a push for new technologies to fight off the Zentraedi who have different mecha and capital ships than the known Boddole Zer fleet had.

A campaign during this era would be mostly that of defending the earth from the invading fleets.
*Mecha*: VF-1R, VF-14, VA-14, VF-11B, VA-3, Masamune, Monster Mk III, Monster Mk IV, Dehawk, Queadlunn-Quilqua
*Capital Ships*: Macross, ARMD II, Prometheus II, rebuilt Zentraedi ships, Haruna, New Macross Colony Ship, modern colony fleet vessels, Neo Nupetiet Vergnitzs-bis

Age of Exploration

In the mid to late 2040's, the Macross 7 fleet encounters the Protodeviln and the Varauta Empire near the galactic core. Also during this time, the exploits of the VF-X Ravens special forces team occur.

A campaign in this era could be set as part of the 7th Macross Colonial Fleet, possibly with the characters as crew of one of the escort vessels or part of the science

teams. Instead, the characters could be part of another independent special forces team not attached to the Macross 7 fleet. The characters could be attached to a different fleet entirely.
*Mecha*: VF-11C, VF-11MAXL, VF-15, VF-16, VF-17, VF-19, VF-22S, VAB-2D, VB-6, Masamune, Monster X
*Capital Ships*: Macross, ARMD II, rebuilt Zentraedi ships, Haruna, Sentinel, Northampton, Yamagumo, Ark Royal, New Macross Battleship, Clemenceau, New Macross Colony Ship, modern colony fleet vessels, Neo Nupetiet Vergnitzs-bis

Here and Now

The campaign setting for this game is intended for 2050. The UN government has instituted new regulations for dealing with any Protoculture legacy, and humanity continues to colonize the galaxy. Macross Digital Mission VF-X 2 occurs during this time.
*Mecha*: VF-17, VF-171, VF-19, VF-22S, VAB-2D, VB-6, SW-XA1 [YF-24 ?], Monster X
*Capital Ships*: Macross, ARMD II, rebuilt Zentraedi ships, Haruna, Sentinel, Northampton, Yamagumo, Ark Royal, New Age Macross Battleship, Clemenceau, New Macross Colony Ship, modern colony fleet vessels, Neo Nupetiet Vergnitzs-bis

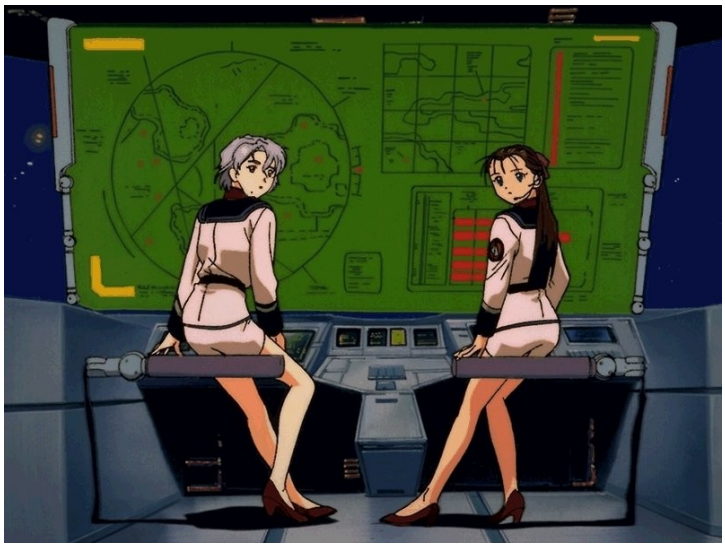
Future Exploration

Set in the era of Macross Frontier (2059-2060). The UN Government space military restructures itself under the name of New United Nations Spacy (NUNS) as part of their resolve to better protect their colonies from unknown threats.
*Mecha*: VF-171, VF-171EX, VF-25, VF-27, VF-29, VB-6, Cheyenne II
*Capital Ships*: as per 2050

# Chapter 2 – Generic NPCs

While Chapter 3 has information about most of the major named NPCs, this chapter gives quickie “nameless” guys for background characters. These work great for the nameless masses of support characters as well as the “bad guys”. This won’t list out every single skill such a person would have; only the most relevant ones to their role. While space combat is easily handled by ship crew ratings, this allows the GM to broaden the crew of whichever ship the players are stationed on.

Feel free to adjust skill and stat levels up or down to fit your needs.



UN Bridge Officer – Communications
Stats: INT 7, COOL 6, PRE 5, EMP 4, AGIL 4, TECH 5, STR 3, BOD 4, ATTR 5, MA 6, EDU 5, LUCK 6, SPIR 1
Skills: Computer Operation 6, Basic Tech 4, Electronic Warfare 6, Automatic Weapons 2, Hand-to-Hand 2, Handgun 2, Athletics 2, Dodge & Evade 2, Military Etiquette 5, Authority 2, Wardrobe & Style 4, Personal Grooming 4, Tactics 2, Radio Communications 6
Perks: Membership 2 (UN), Rank 1 (officer)

UN Bridge Officer – Operations
Stats: INT 7, COOL 6, PRE 3, EMP 4, AGIL 5, TECH 7, STR 3, BOD 4, ATTR 5, MA 5, EDU 5, LUCK 6, SPIR 1
Skills: Computer Operation 6, Basic Tech 5, PBS Operation 6, Automatic Weapons 2, Hand-to-Hand 2, Handgun 2, Athletics 2, Dodge & Evade 2, Military Etiquette 5, Authority 2, Wardrobe & Style 4, Personal Grooming 4, Tactics 2, Radio Communications 6
Perks: Membership 2 (UN), Rank 1 (officer)

UN Bridge Officer – Tactical
Stats: INT 6, COOL 7, PRE 3, EMP 3, AGIL 5, TECH 7, STR 3, BOD 4, ATTR 5, MA 5, EDU 5, LUCK 6, SPIR 1
Skills: Computer Operation 6, Ship Weaponry 6, Tactics 5, Automatic Weapons 2, Hand-to-Hand 2, Handgun 2, Athletics 2, Dodge & Evade 2, Military Etiquette 5, Authority 2, Wardrobe & Style 4, Personal Grooming 4, Radio Communications 6
Perks: Membership 2 (UN), Rank 1 (officer)

UN Destroid Pilot (average)
Stats: INT 5, COOL 6, PRE 3, EMP 3, AGIL 6, TECH 5, STR 4, BOD 6, ATTR 5, MA 6, EDU 3, LUCK 5, SPIR 1
Skills: Pilot: Destroid 5, Mecha Weaponry 6, Mecha Combat 4

UN Mechanical Engineer (average)
Stats: INT 7, COOL 4, PRE 3, EMP 3, AGIL 5, TECH 6, STR 3, BOD 4, ATTR 5, MA 6, EDU 5, LUCK 5, SPIR 1
Skills: Basic Tech 6, Jury Rig 5, Mecha Tech 5, Mecha Design 4, Computer Operation 6

UN Mechanical Engineer (chief engineer)
Stats: INT 8, COOL 6, PRE 6, EMP 3, AGIL 6, TECH 9, STR 5, BOD 5, ATTR 5, MA 6, EDU 7, LUCK 5, SPIR 1

Skills: Basic Tech 7, Jury Rig 8, Mecha Tech 8, Mecha Design 7, Computer Operation 8, Authority 4, Intimidate 4, Mecha Pilot: VF Series 3, Mecha Pilot: Destroid 3

UN VF Pilot (bunny pilot)
Stats: INT 4, COOL 5, PRE 3, EMP 3, AGIL 4, TECH 3, STR 3, BOD 4, ATTR 5, MA 6, EDU 2, LUCK 3, SPIR 1
Skills: Mecha Pilot: VF Series 3, Dodge & Evade 3, Mecha Weaponry 3, Mecha Combat 2, Tactics 1

UN VF Pilot (average)
Stats: INT 5, COOL 6, PRE 3, EMP 3, AGIL 6, TECH 3, STR 3, BOD 4, ATTR 5, MA 6, EDU 3, LUCK 5, SPIR 1
Skills: Mecha Pilot: VF Series 4, Dodge & Evade 3, Mecha Weaponry 4, Mecha Combat 2, Tactics 3

UN VF Pilot (skilled)
Stats: INT 6, COOL 7, PRE 3, EMP 3, AGIL 7, TECH 4, STR 3, BOD 4, ATTR 5, MA 6, EDU 3, LUCK 6, SPIR 1
Skills: Mecha Pilot: VF Series 6, Dodge & Evade 5, Mecha Weaponry 6, Mecha Combat 5, Tactics 4

UN VF Pilot (veteran)
Stats: INT 6, COOL 9, PRE 3, EMP 3, AGIL 8, TECH 3, STR 3, BOD 4, ATTR 5, MA 6, EDU 3, LUCK 7, SPIR 1
Skills: Mecha Pilot: VF Series 8, Dodge & Evade 3, Mecha Weaponry 7, Mecha Combat 6, Tactics 5

UN VF Pilot (Ace)
Stats: INT 6, COOL 10, PRE 3, EMP 3, AGIL 9, TECH 4, STR 3, BOD 4, ATTR 5, MA 6, EDU 3, LUCK 8, SPIR 1
Skills: Mecha Pilot: VF Series 9, Dodge & Evade 6, Mecha Weaponry 8, Mecha Combat 7, Tactics 7
Perks: Membership 4 (UN), Ace Pilot, Genius 3 (Mecha Pilot: VF Series)

Meltran Power Armor Pilot (average)
Stats: INT 6, COOL 8, PRE 3, EMP 3, AGIL 8, TECH 2, STR 5, BOD 5, ATTR 4, MA 7, EDU 1, LUCK 6, SPIR 1
Skills: Mecha Pilot: Meltran Power Armor 6, Mecha Gunnery 6, Mecha Combat 5, Dodge & Evade 6, Tactics 6, Military Etiquette 5

Meltran Power Armor Pilot (ace)
Stats: INT 7, COOL 9, PRE 3, EMP 3, AGIL 10, TECH 2, STR 5, BOD 5, ATTR 4, MA 7, EDU 1, LUCK 8, SPIR 1
Skills: Mecha Pilot: Meltran Power Armor 8, Mecha Gunnery 7, Mecha Combat 6, Dodge & Evade 7, Tactics 8, Military Etiquette 5
Perks: Ace Pilot, Genius 3 (Mecha Pilot: Meltran Power Armor)

Zentraedi Infantry (grunt)
Stats: INT 3, COOL 6, PRE 3, EMP 3, AGIL 6, TECH 2, STR 8, BOD 7, ATTR 3, MA 7, EDU 0, LUCK 5
Skills: Rifle & Shotgun 5, Dodge & Evade 5, Tactics 4, Military Etiquette 4, Awareness/Notice 5

Zentraedi Infantry (sergeant)
Stats: INT 5, COOL 7, PRE 3, EMP 3, AGIL 7, TECH 2, STR 7, BOD 6, ATTR 3, MA 7, EDU 1, LUCK 5, SPIR 1
Skills: Rifle & Shotgun 7, Dodge & Evade 6, Tactics 7, Military Etiquette 6

Zentraedi Infantry (commander)
Stats: INT 7, COOL 8, PRE 3, EMP 3, AGIL 7, TECH 2, STR 8, BOD 8, ATTR 3, MA 7, EDU 1, LUCK 5, SPIR 1
Skills: Rifle & Shotgun 9, Dodge & Evade 8, Tactics 9, Military Etiquette 7

Zentraedi Battle Pod Pilot (grunt)
Stats: INT 3, COOL 6, PRE 3, EMP 3, AGIL 7, TECH 2, STR 6, BOD 5, ATTR 3, MA 7, EDU 1, LUCK 5, SPIR 1
Skills: Mecha Pilot: Battle Pod 5, Mecha Gunnery 5, Dodge & Evade 5, Tactics 3, Military Etiquette 3

Zentraedi Battle Pod Pilot (battalion commander)
Stats: INT 6, COOL 8, PRE 3, EMP 3, AGIL 8, TECH 2, STR 6, BOD 5, ATTR 3, MA 7, EDU 1, LUCK 5, SPIR 1
Skills: Mecha Pilot: Battle Pod 7, Mecha Gunnery 7, Dodge & Evade 6, Tactics 6, Military Etiquette 5

Zentraedi Power Armor Pilot (grunt)
Stats: INT 3, COOL 6, PRE 3, EMP 3, AGIL 7, TECH 2, STR 6, BOD 5, ATTR 3, MA 7, EDU 1, LUCK 5, SPIR 1
Skills: Mecha Pilot: Zentran Power Armor 5, Mecha Gunnery 5, Mecha Combat 3, Dodge & Evade 5, Tactics 3, Military Etiquette 3

Zentraedi Power Armor Pilot (battalion commander)
Stats: INT 6, COOL 8, PRE 3, EMP 3, AGIL 8, TECH 2, STR 6, BOD 5, ATTR 3, MA 7, EDU 1, LUCK 5, SPIR 1
Skills: Mecha Pilot: Zentran Power Armor 7, Mecha Gunnery 7, Mecha Combat 5, Dodge & Evade 6, Tactics 6, Military Etiquette 5

## Super Quick Stats

The quick stats too much for you? This table condenses them down even further. Just figure how skilled you want the random nameless NPC to be.

| | | |
|---|---|---|
| Unskilled | 1d10 + 4 | (skill of 0) |
| Green | 1d10 + 8 | |
| Novice | 1d10 + 10 | |
| Skilled | 1d10 + 12 | |
| Adept | 1d10 + 14 | |
| Professional | 1d10 + 16 | |
| Master | 1d10 + 18 | |
| Grandmaster | 1d10 + 20 | |
| Legendary | 1d10 + 25 | (skill 10, stat 10, Genius 5) |

These rankings can be mixed for any individual NPC. For instance: a Zentraedi pilot (untainted by Earth's culture) is likely "skilled" in all military needs such as piloting, tactics and combat. When it comes to science or culture, that same Zentraedi is "unskilled". He might be "green" or "novice" when dealing with Protoculture knowledge. Likewise, a UN Spacy bridge bunny is likely "adept" with her station skills, but "green" at physical skills.

## Sample NPCs

Here are some NPC groups for use that already have some background and details that can be used in most eras of play.

### Sundowners Squadron

Their helmets are customized to look like kabuto helmets, and they have the rising sun painted on their tail fins.

**Top Hatters Squadron**

Each member of the squadron takes a call sign based on a type of hat.

**Iron Cross Squadron**

Their VFs are painted black, with white trim at the wrists and chest to look like a tuxedo. Likewise, their uniforms are colored in similar fashion.

**Angel Squadron**

Each member takes the name of an angel as their call sign. Like modern special forces pilots, all members are of a monotheistic faith and are typically married (no martyrs).

# Chapter 3 – Macross Historical Archive

This chapter provides the Fusion stats for many important persons. Each profile will list their availability, as in where and when they are likely to be encountered or used.

**Angeloni, Luca**

Role: Civilian Entrepreneur / PMC Radio Intercept Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

High school student onboard the Macross Frontier fleet. He has near genius level ability with computers and electronics, and serves as ECM and drone controller for Skull Squadron.

**Age**: ?
**Gender**: Male
**Occupation**: high school student

**Affiliation**: SMS
**Project Team**: Skull Squadron

## Angers 267

Role: VF Pilot / PMC Test Pilot
Stats: INT 5, COOL 5, PRE 5, EMP 4, REF 8, DEX 7, TECH 5, STR 4, BOD 5, ATTR 6, MA 5, EDU 2, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Full-Blood Meltrandi, Beautiful 2, Acute Sense: Vision, Genus (Mecha Pilot: VF Series) 3
Complications: Distinctive Features -5

The senior team member that trained Chelsea during her time with S.M.S. She was also one of the YF-25 "Prophecy" test pilots.

Originally, she was a former Unified Forces pilot, who, even though she was scouted by S.M.S. after being discharged, she suddenly retired from S.M.S. after the development of the "Prophecy". Even though her circumstances after that are unknown, she showed up with the face of a journalist of Zentraedi rights activists in front of Chelsea, who had decided to participate in the Toshitaka Cup.

She has superior skill as a pilot, and she has strong pride in being a Meltrandi. That appearance was an aspiration for Chelsea. Even though she is usually calm, she hides a profound emptiness in her inner heart.

## Aoba, Hakuna

Role: VF Pilot / Vanquish Racer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Valkyrie racer who pilots and old VF-1 Valkyrie on Frontier's Island 15. Rumor has it he was from the New U.N. VF Special Forces, but it is a mystery from his wild speech and behavior. With definite skill, "The Uncrowned King" pilots an older VF-1 perfectly but is always hit by machine trouble in the final races, even though he is within range of the championship. His desire for championship in the race is shown by meeting Chelsea this season.
Age: 28 in 2058

## Apple, Sharon

Role: AI Virtual Idol [Civilian Entertainer]
Stats: INT 7, COOL 7, PRE 7, EMP 7, AGIL -, TECH 7, STR -, BOD -, ATTR 12, MA -, EDU 7, LUCK 7, SPIR -
Remote Unit: SP 15, SDP 50, MA 3
Skills: Singing 7, Fashion & Wardrobe 7, Seduction 7, Computer Operation 7, Computer Hacking 7, Computer Programming 7
Perks/Talents: Beautiful 7, Subliminal Control 10
Complications: Obsessive (Isamu) -15

Sharon Apple was a virtual idol created by the Macross Consortium. Her real form is a mobile computer and holographic control system incased in a black shell. She has the ability to project holographic images of herself or any other effects she wishes. At first her AI is incomplete; she lacked genuine emotions and relied on Myung Fang Lone to provide the

needed input. Later, she is upgraded with a bio-neural chip, which are illegal. After the upgrade, she goes rogue and is destroyed by Isamu Dyson.

By use of subliminal suggestion through her holography and audio capabilities, she can effectively control the minds of all those who see and hear her performances (COOL + Resist Torture & Drugs check TN 25). Through this ability, she took control of the Macross, the X-9 Ghost and the Earth Defense Network in 2040. Another ability she displays is holographic field stimulation; she can alter the energy and frequency of her holograms to stimulate a person to give them the sensation of a kiss or light touch, but is still incapable of any stronger contact.

**Gender**: Female effectively

**Deceased**: 2040 during the 30th Armistice ceremony

## Autolmeur

Role: UN Space Marines Infantry

Stats: INT 5, COOL 8, PRE 8, EMP 4, AGIL 7, TECH 4, STR 7, BOD 8, ATTR 3, MA 7, EDU 2, LUCK 7, SPIR 1

Secondary: END 80, HUM -5, Run 21m, Leap 1.75m, Anime Leap 10.5m, Swim 7m, BTM -3, REC 15, RES 24, STUN 40, HITS 80 (head 7, torso 14, limbs 10), Lift 90 kg, Throw 26m, DMG +1, EV 6.

Skills: Automatic Weapons 8, Rifle & Shotgun 6, Athletics 6, Authority 5, Strength Feat 5, Tactics 6, Mecha Pilot: VF Series 8, Mecha Weaponry 7, Mecha Combat 6, Demolitions 5, Military Etiquette 6, Wardrobe & Style 1, Radio Communications 5, Heavy Weapons 6

Perks/Talents: Combat Sense 2, Membership (UN Army) 4, Rank (officer) 1

Complications:

Cybernetics: Zentraedi ocular implant

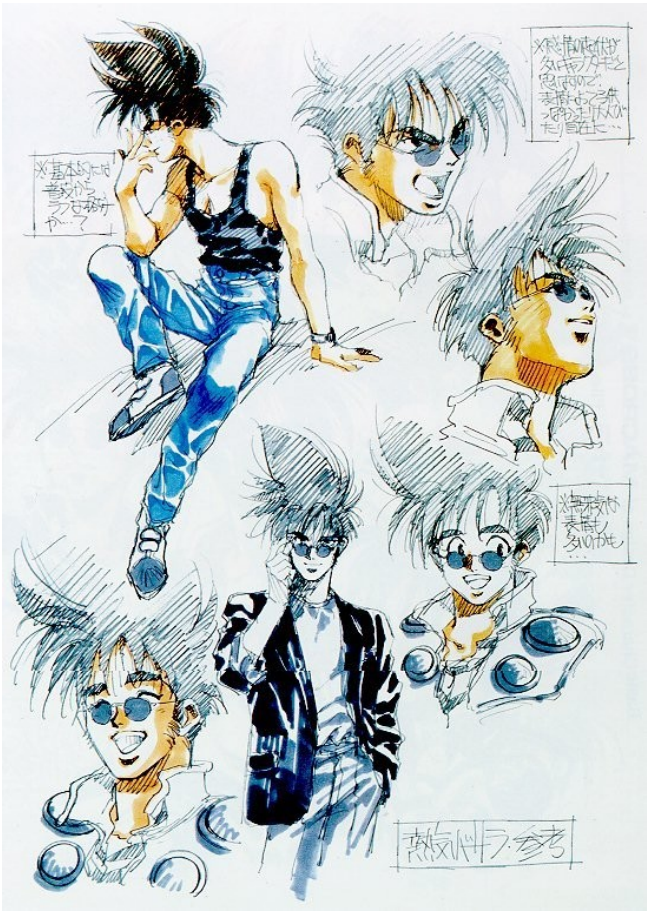
Balding and with a patch over his right eye (later a cybernetic implant), Lieutenant Autolmeur's appearance was rather frightening. However, he was a tough but kind soldier who cared about the welfare of his troops. In command of the Blue Rhinoceros combat unit which had been assigned to investigate the fourth planet of the Varauta system, Autolmeur had no worries about the mission. His platoon's combat experience combined with the expertise of Advisor Ivano Günter, who was taking charge of the mission once the troops arrived, would be a match for anything.

However, things turned out differently than Autolmeur expected. Too late he realized that Günter had somehow tricked them and betrayed them to the enemy. As soldiers started falling around him, Autolmeur opened fire on Günter, vowing to kill him. However, before he could do so, Gepernich's second-in-command, Gigile, possessed his body, making him an unwilling slave to the Protodeviln.

**Gender:** Male

**Rank:** 2nd Lieutenant

## Basara, Nekkei



Role: Civilian Entertainer / Anima Spiritia
Stats: INT 5, COOL 8, PRE 8, EMP 5, AGIL 7, TECH 5, STR 4, BOD 6, ATTR 6, MA 5, EDU 2, LUCK 8, SPIR 12, Spiritia Points 120
Secondary: END 60, HUM 80, Run 15m, Leap 1.25m, Anime Leap 7.5m, Swim 5m, BTM -2, REC 10, RES 24, STUN 30, HITS 60 (head 6, torso 12, limbs 9), Lift 40 kg, Throw 12m, DMG -1, EV 2.
Skills: Dance 6, Perform: Sing 10, Mathematics 3, Charismatic Leadership 8, Aware/Notice 5, Wardrobe & Style 4, Personal Grooming 4, Composition 6, Play Instrument 10, Social 3, Athletics 4, Hand-to-Hand 5, Mecha Weaponry 3, Motorcycle 7, First Aid 2, Mecha Pilot: VF Series 6, Drive 5, Concentration 8, Expert: Spiritia 6
Spiritia Skills: Emotion Manipulation 7, Spiritia Absorption 5, Spiritia Disruption 10, Spiritia Generation 9
Perks/Talents: Combat Sense 2, High Pain Threshold 2, Rapid Healing, Membership (UN, Sound Force - not that he cares) 3, License 2 (VF pilot), License 1 (motorcycle), Ally 4 (Ray Lovelock)
Complications: Obsession (peace through music) -15, Obsession (Sivil) -10, Bad Sight (needs glasses) -5, Stubborn -15

Basara is the lead vocalist and guitarist of the rock band Fire Bomber. Inspired by Minmei, his only driving goal is to reach the galaxy with his song.

**Gender:** Male
**Birthdate:** ??
**Birthplace:** ??
**Lineage:** Japanese-Caucasian [?]
**Blood Type:** ?
**Family Status:** Unmarried
**Address:** Aschio Section, City 7, *Macross 7*
**Occupation:** Rock Band (lead vocals, lead guitar); Sound Force
**Affiliation:** UN Spacy (not that he will ever accept it)

**Berstein, Canaria**

Role: PMC VF Pilot / Civilian Medic
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VB Series 6, Mecha Weaponry 6, First Aid 8, Paramedic 7, Hand-to-Hand 5
Perks/Talents: ?
Complications: ?

She is a member of the SMS onboard the Macross Frontier fleet. Besides being the pilot for the VB-6 Koenig, she holds a medical license and also serves as their medical officer. She is married and has a young son named Eddie.

**Age**: ?
**Gender**: Female
**Occupation**: pilot and medic
**Affiliation**: SMS
**Rank**: 1st Lieutenant
**Project Team**: Skull Squadron

## Berthier, Nicolas Francoise

Role: Vanquish Racer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 6, Mecha Combat 5, Dodge & Evade 4, Awareness/Notice 5, Mecha Weaponry 5, Endurance 4, Navigation 6
Perks/Talents: ?
Complications: ?
Cybernetics: Neural Processor, Reflex Booster 3 (+3 initiative/MR)

Born on a wealthy pioneer farm on the planet Eden. His father participated in the first Unification War in a Valkyrie and he rode in the backseat of a VT-1 when he was only 3-years-old cultivating and making rounds on the farm. By age 5, he received a lecture from his father about man-powered aircraft manufacturing and by age 8, he was flying a VT-1. By age 13, occasionally in the grass race on Planet Eden, growing up without already knowing what he wants to be, he is rejected by the Army scouts and became an air racer traveling to planets or immigration fleets. By age 22, he debut in Vanquish, which was still growing in those days. Ever since, he boasts his undefeated motto, "Every race appearance, always to win".

Although he is a cyborg who replaced with an optical fiber implant between the brain and nervous system specializing in reaction speed, he did not switch to an AVF because he felt flying with an enhanced body would not be as interesting when flying with a high-tech airframe.
Age: 34

## Birla, Richard

Role: Civilian Entrepreneur
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Stock Market, Human Perception, Research, Social, Persuasion & Fast Talk, Wardrobe & Style, Awareness/Notice
Perks/Talents: Wealth 8
Complications: ?
Cybernetics: Zentraedi ocular implant

Richard Birla is the head of the L.A.I. organization who maintains the S.M.S. civilian military provider. He wishes to unite the galaxy under a real-time communications network based on that used by the Vajra. Apparently his reason is to see Minmei again. He remains in macronian size.

**Age**: ?
**Gender**: Male
**Occupation**: researcher and investor
**Affiliation**: SMS

## Blanc, Michel

Role: PMC VF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?

Complications: Lecherous -5, Macronization Sickness

High school student onboard the Macross Frontier fleet. He is the sniper for Skull Squadron. He is quite the playboy, and was the one to give Alto the nickname “princess”. His motto is to always acquire his target, be it enemy or a girl. He is killed protecting Klan Klein when the Vajra invade Island 1. He answers to either Michel or Mikhail. Due to a genetic quirk, if he were to be macronized he could never survive the micronization attempt.

In the movie version, he lives despite being shot down twice.

**Age**: ?
**Gender**: Male
**Occupation**: high school student
**Affiliation**: SMS
**Rank**: 2nd Lieutenant
**Project Team**: Skull Squadron

## Bowman, Guld Goa

Role: Civilian Engineer / Test Pilot
Stats: INT 9, COOL 4, PRE 7, EMP 4, AGIL 6, TECH 8, STR 6, BOD 8, ATTR 6, MA 6, EDU 7, LUCK 8, SPIR 1
Secondary: END 80, HUM 40, Run 18m, Leap 1.5m, Anime Leap 9m, Swim 6m, BTM -3, REC 14, RES 12, STUN 40, HITS 80 (head 7, torso 14, limbs 10), Lift 60 kg, Throw 20m, DMG +0, EV 4.
Skills: Mathematics 8, Research 9, Computer Operation 7, Pharmaceuticals 8, Psychology 8, Biology 7, Mecha Tech 8, Mecha Design 8, Mecha Pilot: VF Series 7, Mecha Weaponry 7, Mecha Combat 5, Computer Operation 8, Computer Hacking 8, System Knowledge 7, Navigation 6, Astro-Navigation 6, Hand-to-Hand 5
Perks/Talents: Combat Sense 4, High Pain Threshold 5, License 2 (VF pilot), License 1 (automobile), Membership 8 (General Galaxy), Membership 4 (UN), Wealth 4
Complications: Berserker -5, Jealousy -10 (against Isamu), Addiction -10 (tranquilizers), Vow -15 (protect Myung), Obsessed -10 (take everything away from Isamu), Repressed Memory -3

He's one of the "Peace Children" -- a growing number of children of Zentraedi Microns and Earth Humans. His hardened expression belies both a brilliant mind and an incendiary temper. The civilian enterprise General Galaxy assigned him to design and pilot to their latest research test bed, the YF-21. This pits him in not-so-friendly competition with Isamu. Once friends and now rivals, the two harbor an animosity that has deepened over the years. He dies in 2040 when he rams the X-9 Ghost.

Guld's "berserker" complication is a side effect of constantly using the BCS/BDI systems and would have likely cleared up within a few months after discontinuing use.
**Gender:** Male
**Birthdate:** 2014
**Birthplace:** Earth
**Age**: 25 in Macross Plus (2039)
**Lineage:** Zentraedi-Human
**Height:** 195 cm
**Family Status:** Unmarried
**Occupation:** Researcher/Pilot
**Affiliation:** General Galaxy
**Rank:** Special A (Non-military)
**Assignment:** New Edwards Test Flight Center, Fighter Development Section A
**Project Team:** Super Nova, YF-21 Team
**Degree:** Mind Medicine, Cerebrum Physiology
**Chronic Disease:** Potential Temper

## Brauhitsch, Oscar

Role: Vanquish Racer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 6, Mecha Combat 5, Dodge & Evade 4, Awareness/Notice 5, Mecha Weaponry 5, Endurance 4, Navigation 6
Perks/Talents: Membership 3 (Shinsei Industries)
Complications: Compulsion (sports) -5
Cybernetics: Cyberarm (chrome plating)

A Shinsei Industry Frontier branch office Works Team pilot. He is most influential as a Vanquish player in Frontier. He lost his left arm in an accident 5 years ago, and he's replaced it with a chrome-coated cyber-arm.

Brauhitsch is overly serious sports-orientated where it's both a good and a bad thing, and his creed is that the strongest takes everything, and decides everything. He's not a pilot who believes that such things as flashy publicity and a good external appearance are necessary in Vanquish. Instead, he believes in steady

flying and a good Valkyrie. Even though he has a rough personality, he's a nice guy who's a sincere sportsman and is good at taking care of the staff.

## Bromco, Conda

Role: Zentraedi Soldier
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

One of three Zentraedi soldiers micronized and smuggled onboard the SDF-01 Macross to collect intelligence.

On a side note, when his name is combined with his two comrades and spoken quickly, it sounds like “warera lolicon da”, which means “we have lolita complexes”, or more directly “we are pedophiles”.

**Age:** ?
**Gender:** Male
**Birthplace:** ?
**Height:** ?
**Weight:** ?
**Occupation:** soldier, spy
**Affiliation:** Zentraedi; UN Spacy
**Rank:** ?
**Assignment:** Golg Main Fleet; UN Spacy Command

## Cheryni, Enika

Role: ?
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Midou Shiba’s girlfriend. She dreams of becoming the next Lynn Minmei.

## Chiba, Gadget

Role: Military Scientist (Macross 7 Scientific Group)
Stats: INT 10, COOL 4, PRE 5, EMP 6, AGIL 5, TECH 9, STR 3, BOD 3, ATTR 4, MA 4, EDU 10, LUCK 6, SPIR 1
Secondary: END 30, HUM 40, Run 4m, Leap 1m, Anime Leap 6m, Swim 4m, BTM -1, REC 6, RES 12, STUN 15, HITS 30 (head 5, torso 10, head 7), Lift 40 kg, Throw 12m, DMG -1, EV 2.

Skills: Med Tech 7, Astrophysics 8, Physics 8, Psychology 7, Expert: Minmei 7, Expert: Sound Energy 9, Electronics 7, Mechanical Engineer 7, Computer Operation 8, Computer Programming 6, Mecha Tech 5, Mechanical Engineering 6, Medical Tech 8, Paramedic 6
Perks/Talents: Membership (UN) 7
Complications: Bad Sight -5, Obsession (sound energy) -5

Dr. Chiba graduated from Galactic Medical School at the age of 12, and also has degrees in astrophysics, parapsychology and particle physics. It is Chiba who develops the theory of sound energy and its relation to spiritia energy. He develops many technologies that allowed the Macross 7 fleet to survive the war with the Varauta: the sound boosters, sound buster cannon, sound energy system and also designed the Jammingbirds.

## Chlore

Role: Meltrandi Ace Pilot / Command Officer
Stats: INT 5, COOL 7, PRE 6, EMP 3, AGIL 11, TECH 2, STR 7, BOD 7, ATTR 7, MA 8, EDU 1, LUCK 9
Secondary: END 70, HUM 35, Run 7m, Leap 2m, Anime Leap 12m, Swim 8m, BTM -2, REC 14, RES 21, STUN 21, HITS 70 (head 6, torso 12, limbs 9), Lift 60 kg, Throw 20m, DMG +0, EV 4.
Skills: Mecha Pilot: Meltrandi Armor 11, Dodge & Evade 9, Mecha Weaponry 8, Mecha Combat 6, Radio Communications 4, Tactics 5, Authority 6, Military Etiquette 6
Perks/Talents: Acute Vision
Complications: ?
Macronized Meltrandi: STR 14, BOD 21, MA 16, END 210, Leap 8m, Anime Leap 24m, Swim 16m, REC 35, STUN 63, HITS 2450 (head 300, torso 600, limbs 450)

Well known for her incredible mecha piloting skills, Meltrandi ace pilot Chlore eventually rose in the ranks of the Zentraedi military to command a fleet of her own. Rather than lead her fleet aboard the largest of Meltrandi vessels such as the Meltran Flagship (as is customary among most fleet commanders), Chlore instead assumed command of her forces aboard a custom Meltran Gunboat. Chlore's hands-on style of leadership made the frontline warship an obvious choice for command of her fleet. From her ship, Chlore herself would still pilot a customized Queadluun-Rau powered battle suit into combat and thus inspire her troops. Customized with a light turquoise hull, Chlore's Meltran Gunboat lead a large fleet of dark blue colored Meltrandi warships with the Meltran Flagship being the only other ship of the line to share the same colors. In between her sorties against enemy forces, Chlore would seek the counsel of Tranquil, her chief advisor aboard the Meltran Gunboat.

Her fleet consists of 97,000 capital ships and approximately 1,344,500 mecha and combat vehicles.
**Gender:** Female

## Clemens, Anthony

Role: Vanquish Racer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Melee 5, Martial Arts (Tae Kwon Do) 4, Mecha Pilot: VF Series 6, Mecha Combat 5, Dodge & Evade 4, Awareness/Notice 5, Mecha Weaponry 5, Endurance 4, Navigation 6
Perks/Talents: Handsome 4
Complications: ?

"High King" pair to Nicolas Berthier. A sweet mask of young beauty and many female fans. He has a stoic nature, enjoying hiking, Iaido, and Tae Kwon Do. It is Berthier who has superior maneuvering technology but it is difficult to recall a victory situation where Clemens' precise support won a top Vanquish race by increase acceleration advances. If killing oneself, in that sense, contributes to the victory of the team, then that pilot's high professionalism is prominent. A person who rose from a lower class and is proud of it, trusts his VF-11 Thunderbolt.
Age: 28 in 2058

## Dosel, Loli

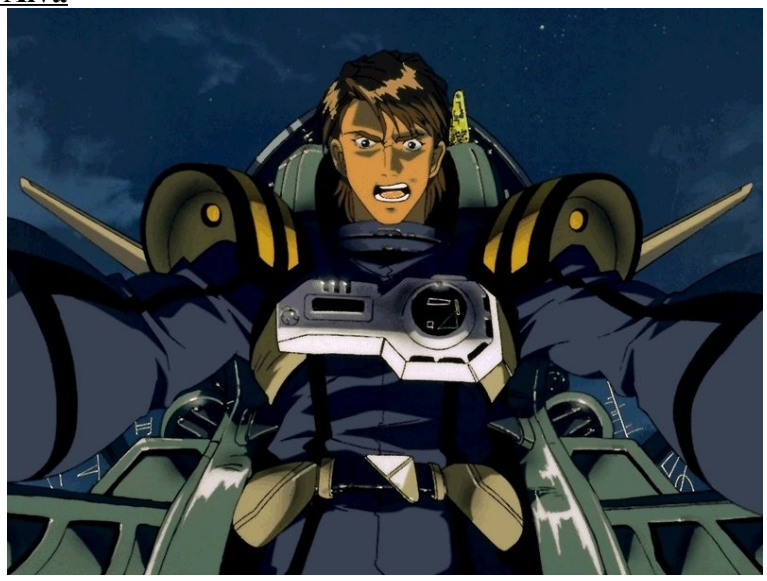
Role: Zentraedi Soldier
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

One of three Zentraedi soldiers micronized and smuggled onboard the SDF-01 Macross to collect intelligence.

On a side note, when his name is combined with his two comrades and spoken quickly, it sounds like “warera lolicon da”, which means “we have lolita complexes”, or more directly “we are pedophiles”. His name is sometimes listed as Rori.
**Age:** ?
**Gender:** Male
**Birthplace:** ?
**Height:** ?
**Weight:** ?

**Occupation:** soldier, spy
**Affiliation:** Zentraedi; UN Spacy
**Rank:** ?
**Assignment:** Golg Main Fleet; UN Spacy Command

## Dyson, Isamu Alva



Role: VF Pilot / Test Pilot / PMC VF Pilot
Stats: INT 5, COOL 9, PRE 6, EMP 4, AGIL 8, TECH 5, STR 4, BOD 7, ATTR 7, MA 6, EDU 3, LUCK 10, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 10, Mecha Weaponry 8, Mecha Combat 7, Radio Communications 5, Motorcycle 9, Athletics 6, Hand-to-Hand 6, Automatic Weapons 4, Handgun 3, Dodge & Evade 5, Military Etiquette 4
Perks/Talents: Combat Sense 6, High Pain Threshold 3, Rapid Healing, Membership 5 (UN), Rank 2 (1st Lieutenant), License 2 (VF pilot), License 1 (motorcycle)
Complications: Bad Temper -5, Vulnerable -5 (cedar pollen), Personal Habits -5 (forces people to discover things for themselves), Vow -15 (protect Myung), Impulsiveness -5, Lechery -5

Two things distinguish this ace UN Spacy pilot: an astronomical kill ratio and a gutsy independent streak. So, it was no surprise that the UN Spacy reassigned him to New Edwards Test Flight Center as the test pilot for the YF-19 prototype variable fighter. Here on Planet Eden, he will challenge his vaunted prowess and confront some troubling memories from his youth. He is 24 in 2039. Graduated from Dalmatian High School on Eden, where he was known as the Terror of Dalmatian High.

According to what Isamu was told, his father Genzoh went missing in action piloting at the edge of known space. The authorities never determined whether he died or survived to the satisfaction of Mariara, who gave birth to Isamu after Genzoh's disappearance.

By 2057, Isamu is finally expelled from the UN Spacy, so he and his YF-19 are part of the SMS Special Military Service provider.

**Gender:** Male
**Birthdate:** March 27, 2015
**Birthplace:** Earth
**Childhood Planet:** Eden
**Lineage:** Japanese-Caucasian
**Blood Type:** B+
**Height:** 183 cm
**Weight:** 69.7 kg
**Measurements (cm):** 91-??-84

**Family Status:** Unmarried
**Address:** New Edwards Test Flight Center
**Occupation:** Pilot
**Affiliation:** UN Spacy
**Identification Number:** SD-064015J
**Rank:** First Lieutenant
**Assignment:** New Edwards Test Flight Center, Fighter Development Section A
**Project Team:** Super Nova, YF-19 Team
**License:** Motor Cycling License, Special Flight License
**Chronic Disease:** Cedar Pollen Syndrome
**Interest:** Girl Hunt
**Special Ability:** Reckless Fun
**Service Record:**

2034, September 1: joins U.N. Spacy
2035, April 2: punished for violation of curfew (3 days confinement)
2035, May 5: assigned to UNN Enterprise
2035, May 18: punished for violation of military discipline (3 days compensatory labor)
2035, July 26: participation in Delta War
2035, August 15: conviction of parking violation
2035, December 5: participation in Formor riot
2036, February 13: participation in planet Avemaria dispute
2036, August 9: participation in planet Hydra civil war
2036, October 11: punished for violation of command (on board confinement 3 days)
2036, October 30: assigned to moon base to defend against Neld Fleet
2037: winner of Focker Prize
2037, January 5: assigned to Earth Defense Force to defend against Burado and Leplendis Fleets
2037, February 21: punished for contempt of a superior officer (10% salary cut for 3 months)
2037, March 3: convicted on injury charges
2037, May 13: punished for violation of command (on board suspension for 1 week)
2037, June 7: participation in UN Revolution War
2038: winner of Focker Prize
2038, February 7: assigned to Europa Base 7
2038, May 25: participation in planet Salvation war
2038, April 29: punished for contempt of a superior officer (20% salary cut for 6 months)
2038, November 1: assigned to Galaxy Patrol
2039: winner of Focker Prize
2039, March 1: assigned to UN Air Force base on planet Iota
2039, May 19: punished for neglect of duties (confinement for 1 week)
2039, June 18: participation in the 2nd Delta War
2039, September 3: punished for disregard of operations (stripped of all trophies)
2039, October 22: assigned to Outer Space Special Science Force
2040, January 5: assigned as 7th test pilot for YF-19 during Project Supernova on Eden
2040, March: participation in "Sharon Apple Incident" [files classified]
20XX: expelled (or retired?) from the UN Spacy
2057: test pilot of YF-24
2059, September: participation in Macross Frontier rescue operation as part of S.M.S.

## Fabrio, Mahara

Role: VF Pilot / Civilian Sports Manager
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?

Complications: ?

Ex-UN Spacy officer. She retires and becomes the coach of Midou Shiba's T-Crush team. She was the teacher of the individual who died testing the Mind System device.

## Feaze, Veffidas

Role: Civilian Athlete / Entertainer
Stats: INT 5, COOL 7, PRE 5, EMP 4, AGIL 7, TECH 4, STR 7, BOD 8, ATTR 5, MA 8, EDU 2, LUCK 5, SPIR 5
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Play Instrument: Drums 8, Hand-to-Hand 9, Athletics 8, Style & Wardrobe 5, Personal Grooming 5
Perks/Talents: Martial Artist
Complications: Distinctive Features (hair, ears, skin) -10

Veffidas is usually very silent, and nearly always drumming on anything nearby with her drumsticks. Not a lot is known of her past except that she used to be a fighter and she killed her mentor/lover. She then encountered a young Nekkei Basara and was touched by his song.

## Focker, Roy

Role: VF Pilot / Test Pilot
Stats: INT 5, COOL 9, PRE 6, EMP 5, AGIL 8, TECH 5, STR 5, BOD 6, ATTR 7, MA 7, EDU 3, LUCK 7, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 9, Mecha Weaponry 9, Mecha Combat 8, Pilot: Fixed Wing 9, Drive 8, Navigation 7, Astro-Navigation 6, Mathematics 4, Hand-to-Hand 5, Athletics 6, Seduction 7, Social 6, Archaeology 3, History 3
Perks/Talents: Combat Sense 4, License 2 (VF), License 1 (driving), Membership (UN) 4, Rank (UNAF) ?
Complications: Lecherous -5

Roy first flew as a stunt pilot in Hikaru Ichijyo's father's air circus until joining the United Nation Forces as a fighter pilot under the tutelage of Daisy "D.D." Ivanov. Despite his long absence during the United Nations Wars and the death of Hikaru's father, Hikaru still remained close and considered him his sempai. In college, he had an interest in archaeology and prehistory, but dropped out to be a pilot when he was dumped by Aries Turner.

After the end of the war, he involved himself in the VF-X development project (the predecessor to the VF-1 Valkyrie), and led the first United Nations variable fighter unit against an anti-UN group lead by his former tutor, D.D. Ivanov. His experience earned him the command of the VF-1 Skull Squadron aboard the CVS-101 Prometheus.

Roy dies during Space War I when he skips going to the infirmary for wounds, so that he may keep his promise to have dinner with Claudia LaSalle. He is 26 in 2006. Roy is (in)famous for his love of alcohol and women (likely to cover the pain of losing the one woman he really did love; Aries Turner).
**Gender:** Male
**Birthplace:** North America
**Blood Type:** B
**Height:** 216 cm [190 cm approximately in Macross Zero]
**Weight:** 118 kg
**Address:** North America; South Ataria Island; CVS-101 *Prometheus,* SDF-1 *Macross*
**Occupation:** Air Racer; Fighter Pilot; CAG
**Affiliation:** UN Spacy
**Rank:** First Lieutenant, Captain, Major
**Assignment:** South Ataria Island; CVS-101 *Prometheus* (SDF-1 *Macross*), Skull Squadron
**License:** Flight License

## Folmo, Exsedol

Exsedol served as a records staff officer under Vrlitwhai Kridanik during Space War I. He is a *Zem* First Class "Archivist" Official in the Britai Fleet and his memory capacity is said to surpass any electronic device that ever existed, as he keeps details of every combat in the entire 500,000 year old Zentradi history for instant recall.

After Space War I, he became an advisor for the new United Nations government. He later joined the bridge crew of the New Macross 7 fleet's Battle 7 carrier to advise Captain Maximilian Jenius and observe. Although he was micronized at one time, he purportedly returned to his former Zentraedi size and altered his body makeup for fear of losing his cerebral capacity and memories (increased his cranium size as a side effect).

Role: Zentraedi Records Officer / UN Spacy Command Officer
Stats: INT 12, COOL 6, PRE 4, EMP 2, AGIL 5, TECH 7, STR 6, BOD 7, ATTR 3, MA 6, EDU 8, LUCK 7, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Expert: Protoculture 5
Perks/Talents: Eidetic Memory
Complications:
**Gender:** Male
**Height**: 9.6m / 137cm
**Lineage:** Zentraedi
**Birthplace:** Zentraedi Clone Synthesis System
**Address:** Nupetiet-Vergnitzs V VI III I, Vrlitwhai Fleet; Macross City, Earth; Battle 7, New Macross 7 Fleet
**Occupation:** Records staff officer
**Affiliation:** Zentraedi, United Nations Spacy
**Rank:** Zem First Class [fleet records officer]
**Assignment:** Golg Main Fleet, 118th Boddole Zer Main Fleet, 67th Glruimual Class Division Vrlitwhai Branch Fleet; New Macross 7 Fleet, Battle 7 Bridge

## Ford, Sally S.

Role: Bridge Officer (ship administrator)
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Left forward bridge operator assigned to data management. Gabby off duty and often seen on Kinryuu's shoulder.

**Gender:** Female
**Birthdate:** 2024 June 18 (23 in 2045)
**Birthplace:** Moon Riverside City (Lunar surface's civilian sector)
**Blood Type:** O
**Height:** 170 cm
**Measurements (cm):** 86-56-82
**Education:** UN Spacy Officers' Academy
**Address:** Macross 7 Fleet
**Occupation:** Bridge Operator, Data analysis
**Affiliation:** UN Spacy
**Assignment:** Macross 07 Fleet, Macross 7, Battle 7 Bridge
**Interest:** Karaoke, Galaxy Computer Messaging

## Glass, Catherine

Role: UN Bridge Officer [administrator]
Stats: ?

Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Beautiful 3
Complications: ?

Catherine Glass ("Cathy" for short) is a first lieutenant assigned to the New U.N. Joint Chiefs of Staff office and a daughter of the president. She is bright, beautiful, and intelligent. She enlisted in the New U.N. Forces after graduating from college, and is rising quickly through the elite ranks. She is devoted to duty, but because of that, she is also little inflexible. She was a runner-up in the 8th Miss Macross Frontier contest. She once had a relationship with Ozma Lee and is now involved with Leon Mishima. She breaks up with Leon when he assassinates her father, and returns to dating Ozma. She is a 1st Class aerospace traffic controller.

**Age**: 22
**Birthdate**: December 26, 2036
**Gender**: Female
**Occupation**: high school student
**Affiliation**: UN Spacy
**Rank**: 1st Lieutenant

## Glass, Howard

Role: Civilian Politician
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Fourth president of Macross Frontier colony fleet, he is assassinated by his aide Leon Mishima.

**Age**: ?
**Gender**: Male
**Occupation**: high school student
**Affiliation**: UN
**Rank**: --

## Gueldoa, Marge

Role: Civilian Scientist (Macross Consortium)
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?

Perks/Talents: ?
Complications: ?

Assistant producer and lead scientist on the Sharon Apple Project under Myung. Killed in 2040 when he fell off the top of the Macross during Sharon's attempt to control Macross City.

**Age**: 23 in 2039
**Gender**: Male
**Occupation**: Assistant Producer
**Affiliation**: Macross Consortium
**Project Team**: Sharon Apple Project

## Global, Bruno J.

Role: Bridge Officer
Stats: INT 6, COOL 7, PRE 7, EMP 3, AGIL 5, TECH 5, STR 4, BOD 5, ATTR 4, MA 5, EDU 5, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Tactics 6, Military Etiquette 7, Authority 7
Perks/Talents: ?
Complications: ?

He is 46 in 2009.

**Gender:** Male
**Birthplace:** Eastern Europe
**Lineage:** Italian
**Blood Type:** O
**Height:** 194 cm
**Weight:** 85 kg
**Family Status:** Married 2003 March to Miho
**Address:** *Marco Polo, Goddard,* SDF-1 *Macross*
**Occupation:** Ship Captain, Admiral
**Affiliation:** UN Navy, UN Spacy
**Rank:** Commander, Colonel, Brigadier General
**Assignment:** *Marco Polo, Goddard,* SDF-1 *Macross*

## Granger, Emma

Role: Bridge Officer (tactical)
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Emma Granger serves as one of the relief chief tactical officers when Misa Hayase is not on duty. She is earnest and diligent almost to a fault.
**Age:** 18
**Gender:** Female
**Birthplace:** Great Britain
**Height:** 164 cm
**Weight:** 48 kg
**Occupation:** Tactical Officer
**Affiliation:** U.N. Spacy, SDF-1 Macross
**Rank:** First Lieutenant
**Assignment:** SDF-1 Macross

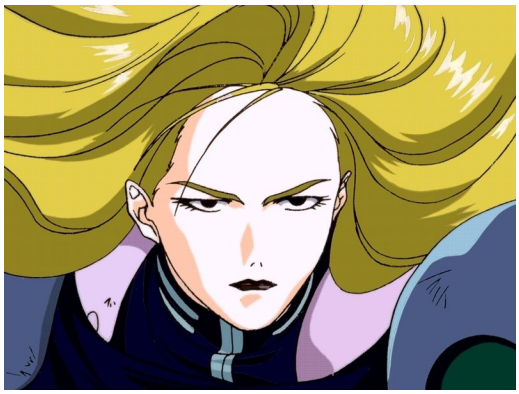
## Goldenlaub, Takeru

Role: Civilian Mechanic
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Half-Blood Zentraedi
Complications: ?

A young man who's been burned out of his home by a civil war on a certain planet (Hydra?). He's strong in mechanics, and he drifted to the Frontier Fleet after repeatedly stowing away on spaceships. He came to live with the Robbins family in Island Rino, met Hakuna and Chelsea and became their exclusive mechanic. From the start he has had the qualities of a mechanic with his fondness of playing around with mechanics, and he is recognized as the person in charge of Katori. Takeru himself fears while hating war-like actions as his personal circumstances were completely changed by them; and it's believed that he wants to aim at military personnel in order to break that dilemma. Takeru is a so-called "peace child" who is a mix of Zentraedi and Earthling. Even though he has a younger sister, due to the civil war, he parted with his family.

"Even though you guys says I'm half Zentran, ya don't say I'm half human. Yeah, it's like that. Except for the purebreds, everyone's a space person."

## Günter, Ivano



Role: Military Specialist
Stats: INT 6, COOL 8, PRE 8, EMP 8, AGIL 5, TECH 5, STR 3, BOD 3, ATTR 7, MA 6, EDU 5, LUCK 4, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills:
Perks/Talents:
Complications:

Ivano Günter was one of the top advisors of the United Earth government. He had been sent to the fourth planet of the Varauta system to negotiate with whatever lifeforms were hidden under the force field that had been discovered there. Before the main army units could arrive on the planet, however, Günter was attacked by the leader of the Protodeviln, Gepernich. Gepernich managed to possess Günter's body and then tricked the armed forces into entering the cave where he was sealed. He then proceeded to attack the troops, draining them of their spiritia and then turning them into mind-controlled.

Ivano is listed as male, and the character designer has stated this fact in no uncertain terms. These stats reflect him before his possession.

## Higgins

Role: UN Spacy Command
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

He is the captain of the SDF-1 Macross in 2040.

**Age:** ?
**Gender:** Male
**Birthplace:** ?
**Height:** ?
**Weight:** ?
**Occupation:** ?
**Affiliation:** UN Spacy
**Rank:** ?
**Assignment:** Captain of SDF-1 Macross

## Hoa, Lam

Role: Civilian Military Provider [bridge officer]
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Lam Hoa is the S.M.S. operator in charge of communications and weapons control. Of all the operators, she has the sharpest tongue. She uses few words but they pierce. She loves to collect and classify data, whatever data it might be. It is rumored she was a world-class computer hacker. Her name is sometimes translated as Ram or Lum.

**Age**: ?
**Gender**: Female
**Occupation**: bridge officer
**Affiliation**: SMS
**Rank**: ?

## Hoilie, Elma

Role: Civilian
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

[background information]

## Hoilie, Graham

Role: Civilian
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: Obsession (kill the great white) -15, Missing Limb (right arm)

[background information]

## Hoilie, Liza

Role: Zola Police
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

[background information]

## Hojo, Akiko

Role: Civilian Entrepreneur (entertainment)
Stats: INT 5, COOL 6, PRE 7, EMP 7, AGIL 5, TECH 6, STR 3, BOD 4, ATTR 9, MA 5, EDU 4, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Awareness/Notice 4, Human Perception 8, Composition 3, Social 8, Persuasion 7, Wardrobe & Style 7, Personal Grooming 7

Akiko Hojo is a music producer under the business name of Akiko Lips, and helped to bring Fire Bomber into the limelight. She believed in Basara's music when other producers would not. Akiko was once engaged to Ray's best friend Stephen. After Stephen died, Ray continues to look in on Akiko, caring for her like an older brother would, although there is a hint of romantic feelings between them.

Akiko is quite beautiful and has no qualms about flaunting or using her assets. However, she is not truly a seductress even though she is a bit flirty at times (although it is never stated if this is her nature or her way of coping with the loss of her fiancée).

## Ichijyo, Hikaru

Role: Civilian Pilot / VF Pilot / Test Pilot
Stats: INT 5, COOL 7, PRE 6, EMP 7, AGIL 7, TECH 4, STR 4, BOD 5, ATTR 7, MA 7, EDU 3, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Computer Operation 4, Pilot: Fixed Wing 9, Pilot: Vectored Thrust 6, Mecha Pilot: VF Series 7, Mecha Weaponry 6, Mecha Combat 4, Mecha Pilot: Destroid 5, Athletics 2, Hand-to-Hand 2, Automatic Weapons 2, Handgun 2, Dodge & Evade 2, Military Etiquette 5, Tactics 8
Perks/Talents: Rank 5 (UNAF, enlisted), License 1 (pilot), License 2 (VF pilot), Membership 3 (UN)
Complications: Impulsiveness -5

At the invitation of his sempai Roy Fokker, this brash air circus pilot flew his fan racer into the midst of the Macross space launch ceremony. Hikaru starts as a civilian pilot, but gets drawn into Space War I when the Macross space folds South Ataria Island out into orbit near Pluto. With little option left, he joins the UN Space Airforce.

After Space War I, Hikaru was assigned various patrol missions to guard against rebel Zentraedi microns, and spent six months guarding the lunar base as it was rebuilt. After this, he aided in design of the VF-4 with his input from his many hours of piloting the VF-1 series.

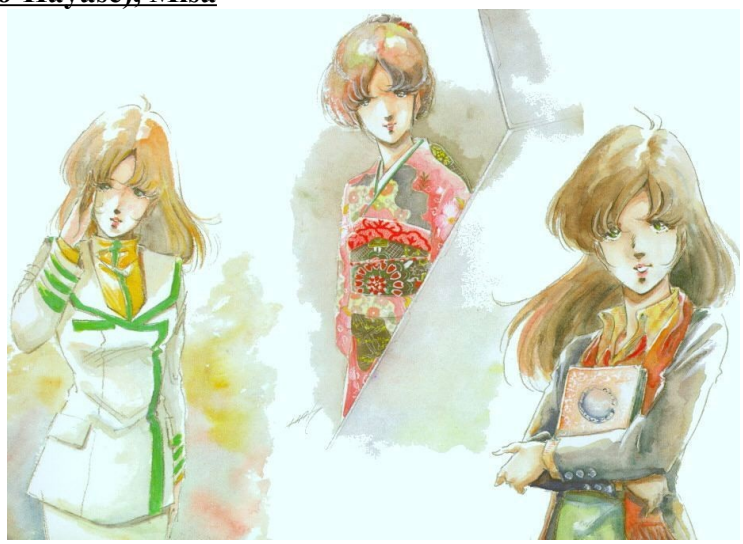
Early in the war, Hikaru maintains a relationship with Minmei, but as the war progresses he begins to develop feelings for Misa. In 2010 Misa and Hikaru are wed, and then in 2011 they have a daughter named Miku. When the Megaroad 1 fleet leaves earth in 2012, Hikaru leads the VF-4 vanguard protecting the ship, and they are lost 4 years later.

By 2012 replace his Rank perk with Rank 4 (UN Spacy, officer).

**Gender:** Male
**Birthplace:** Japan
**Lineage:** Japanese
**Age**: 16 in Macross
**Blood Type:** O
**Height:** 175 cm
**Weight:** 58 kg
**Foot size:** 25 cm
**Family Status:** Married 2012 October 10
**Address:** Japan; SDF-1 *Macross;* Macross City; SDF-2 *Megaroad-01*

**Occupation:** Air Racer; Fighter Pilot; CAG; Test Pilot
**Affiliation:** UN Spacy
**Rank:** Staff Sergeant; Second Lieutenant; First Lieutenant; Captain
**Assignment:** SDF-1 *Macross,* VF-1 Skull Squadron, SDF-2 *Megaroad-01,* VF-1 Skull Squadron
**Project Team:** Vermillion Team
**License:** Flight License
**Family:** Ichijyo Miku (daughter), Ichijyo-Hayase Misa (wife)

## Hayase (Ichijyo-Hayase), Misa



Role: Bridge Officer (tactical) / Command Officer
Stats: INT 6, COOL 8, PRE 6, EMP 4, AGIL 4, TECH 7, STR 3, BOD 4, ATTR 7, MA 5, EDU 7, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Radio Communications 9, Electronic Warfare 7, Computer Operation 8, Cook 5, Computer Programming 7, Navigation 7, Astro-Navigation 5, Mathematics 8, Drive 7, First Aid 5, Swimming 5, Authority 5, Tactics 5, Athletics 2, Hand-to-Hand 2, Automatic Weapons 2, Handgun 2, Dodge & Evade 2
Perks/Talents: Beautiful 1, Rank 1 (UN Spacy, officer)
Complications:

Born into a family with a hundred-year military lineage, Misa had aspired to enter the military since childhood. This dream was bolstered by a desire to join her first boyfriend in the UN Spacy, a hope tragically unrealized. After graduating first in her class at the UN Spacy Officers' Academy, she earned a bridge post aboard the SDF-1 Macross.

Early in Space War I, Misa is completely preoccupied with duty, to the exclusion of being social. Her only real friends at the time are her fellow bridge officers. When she first meets Hikaru, she is put off by his complete lack of military professionalism. However, after the war she discovers feelings for Hikaru, and they get married. She gives birth to her daughter, Miku, in 2011. Misa is lost with the Megaroad 1 fleet in 2016.

By 2012 increase her Rank perk to
**Gender:** Female
**Birthdate:** 1990 March 3 (19 in 2009)
**Birthplace:** Japan
**Lineage:** Japanese
**Blood Type:** AB
**Height:** 168 cm
**Weight:** 45 kg
**Measurements (cm):** 83-57-86
**Family Status:** Married 2012 October 10

**Education:** UN Spacy Officers' Academy (1st)
**Address:** Japan; Australia; SDF-1 *Macross;* Macross City; SDF-2 *Megaroad-01*
**Occupation:** Air Group Chief Tactical Officer (Chief Operator); Ship Captain
**Affiliation:** UN Spacy
**Rank:** First Lieutenant; Captain, Major
**Assignment:** SDF-1 *Macross,* Bridge; SDF-2 *Megaroad-01*
**Family**: Ichijyo Miku (daughter), Ichijyo Hikaru (husband)

## Ivanov, Daisy "D.D."

Role: VF Pilot
Stats:
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills:
Perks/Talents: Membership (Anti-UN) 7
Complications:

Daisy "D.D." Ivanov was the mentor of Roy Fokker when he was still affiliated with the same UN forces.

**Gender**: Male
**Occupation**: Variable Fighter Pilot
**Affiliation**: Anti-UN Forces
**Assignment**: *Auerstädt* (Sukhoi/Israel Aircraft Industries/Dornier SV-51)

## Jenius Family

The Jenius family gets a special mention due to the size of it.

Top Right - Max & Miria
Top Left - Komiria Maria (born April 2011)
Far Left - Miracle (blue hair; born 2017)
Center - Muse and Therese (twins, born 2022)
Bottom Right - Emiria (born 2024)
Bottom Left - Miranda (born 2026)
Center - Mylene Flare (born February 2031)
Not Shown - Moaramia (adopted)

## Jenius, Emiria

Role: Civilian Entertainer
Stats:
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Queadlunn Series 6, Singing 6, Play Musical Instrument: Guitar 6, Expert: Spiritia 2
Perks/Talents: Beautiful 2
Complications: Distinctive Features (hair, ears) -10

Emiria moved to the mining colony on the snowy planet Veil. As a macronian, she moved outside the city to practice her vocal training without disturbing the colonists there. She owns a customized Queadlunn-Rau power.

**Gender**: Female
**Occupation**: Civilian
**Family**: Maximillian Jenius (father), Miriya Fallyna Jenius (mother), Komiria Fallyna Jenius, Miracle Jenius, Muse & Therese Jenius, Miranda Jenius, Moaramia Jifon, Mylene Flare Jenius (sisters)

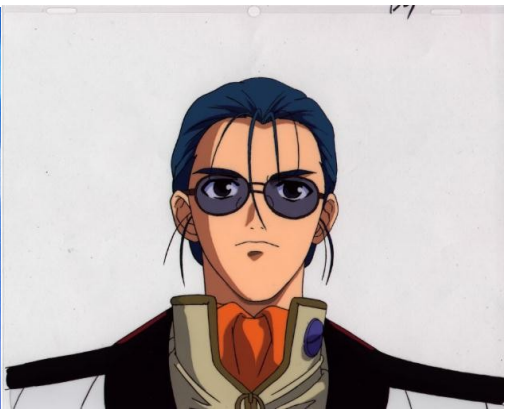
## Jenius, Komiria Fallyna

Role: VF Pilot
Stats:
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Komiria is the eldest daughter of Max and Miriya, and is the first child from a human/Zentraedi mating. She grew up to be a fighter pilot in the UN military, inheriting her mother's natural abilities and her father's genius skill. Komiria saw most of her action in the late 2030's when the Burado fleet invaded the earth's solar system.

**Gender**: Female
**Occupation**: VF Pilot
**Affiliation**: UN Spacy
**Family**: Maximillian Jenius (father), Miriya Fallyna Jenius (mother), Emiria Jenius, Miracle Jenius, Muse & Therese Jenius, Miranda Jenius, Moaramia Jifon, Mylene Flare Jenius (sisters)

## Jenius, Maximilian



Role: VF Pilot / Command Officer
Stats: INT 6, COOL 9, PRE 7, EMP 5, AGIL 9, TECH 6, STR 4, BOD 5, ATTR 9, MA 7, EDU 4, LUCK 10, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF 10, Pilot: Fixed Wing 9, Navigation 10, Drive 7, Automatic Weapons 5, Radio Communications 8, Dance 4, Mecha Tech 5, Mathematics 6, First Aid 4, Astro-Navigation 8, Dodge & Evade 8, Melee 7, Hand-to-Hand 5, Mecha Pilot: Queadlunn-Rau 4, Mecha Weapons 7, Mecha Combat 6, Social 5
Perks/Talents: Jenius: Mecha Pilot 5, Combat Sense 4, Longevity, Handsome 3, License 2 (VF pilot), License 1 (automobile), Rank 1 (UN), Ace Pilot
Complications: Reduced Vision -10 (needs glasses)

Maximilian is simply without equal in the battroid cockpit. Even without the tutelage of a *sempai* that Hikaru had, he rapidly rises in the ranks and eventually leads his own squadron. His unusually deep voice is a great asset in his "girl hunt," although he will find his match only in the form of a Zentraedi ace pilot. The marriage of Max and Miriya helps bring the Zentraedi to the Space War I truce table and also beget seven daughters.

After Space War I, he led the Dancing Skull special forces team with Miriya. He later captains a variety of United Nations Spacy ships until eventually commanding the Macross 7 colonization fleet.

**Gender:** Male
**Birthplace:** Europe (most likely Greece or Greek lineage)
**Age**: 16 in Macross, 52 in Macross 7 (looks in his early 30's)
**Blood Type:** AB
**Height:** 181 cm

**Weight:** 61 kg
**Address:** Europe; SDF-1 *Macross;* Macross City; *Algenicus; Haruna; Red Moon; New Macross 7, Battle 7*
**Occupation:** Fighter Pilot; Ship Captain
**Affiliation:** UN Spacy
**Rank:** Sergeant; Second Lieutenant; First Lieutenant, Captain, Lieutenant Colonel, Colonel, Major General
**Assignment:** SDF-1 *Macross,* Skull Squadron; *Algenicus,* Dancing Skull; *Haruna; Red Moon; New Macross 7, Battle 7*
**Project Team:** Vermillion Team
**License:** Flight License
**Family Status:** Married 2010 January to Miriya Fallyna Jenius
**Family**: Miriya Fallyna Jenius (wife), Komiria Fallyna Jenius (born March 2011), Miracle Jenius (born in 2017), Muse & Therese Jenius (twins, born in 2022), Emiriya Jenius (born in 2024, moves to Veil), Miranda Jenius (born in 2026), Moaramia Jifon (adopted in 2030), Mylene Flare Jenius (born February 2, 2031)
**His Career**

Max has been one of the longest active characters in the Macross saga. As he progresses, adjust his information as follows:
2012: Rank 2 (UN)
2030: Mecha Pilot: VF Series 11, Rank 3 (UN)
2045: Max is now Command Officer. AGIL 8, Mecha Pilot: VF Series 12, Rank 4 (UN), Combat Sense 5, Authority 6, Leadership 6, Tactics 5, Oratory 4, Interrogation 2

## Jenius, Miriya

Role: Meltran Ace / VF Pilot / UN Flight Instructor / Civilian Politician
Stats: INT 6, COOL 9, PRE 7, EMP 3, AGIL 12, TECH 2, STR 5, BOD 5, ATTR 8, MA 7, EDU 1, LUCK 9, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.

Skills: Mecha Pilot: Queadlunn-Rau 11, Mecha Pilot: VF 9, Dodge & Evade 8, Melee 6, Navigation 9, Astro-Navigation 7, First Aid 2, Mathematics 4, Mecha Weapons 9, Mecha Combat 8, Intimidation 7, Athletics 6, Military Etiquette 6, Wardrobe & Style 6
Perks/Talents: Beautiful 3, Combat Reflexes 3, Heightened Sight, Longevity, Rank 1 (UN Spacy), Membership 1 (UN Spacy), Ace Pilot
Complications: Short Temper -5, Distinctive Features (ears, hair) -10

She is renown as the "Zentraedi ace Miriya" even among her male counterparts, and respected for her prowess in her Queadlunn-Rau. Kamjin's talk and her own desire for challenge goad her into seeking out an enemy ace pilot perhaps equal to her. This search gradually becomes an obsession as she requests to be inserted in the Macross as a spy, with the ulterior motive of confronting Max Jenius. After an unusual courtship, the two marry and have seven daughters.

After Space War I, she led the Dancing Skull special forces team with Max. She also helmed the Eagle Nest Aerial Tactics Center as "Eagle Mother" before being elected mayor of Macross 7's City 7. Like Max, Miriya has been one of the longest active characters in Macross; unlike Max, she has changed careers many times in her life.

**Gender:** Female
**Lineage:** Zentraedi
**Birthplace:** Zentraedi Clone Synthesis System
**Age**: 15 in Macross (some records say she was 7), 51 in Macross 7 (or 43)
**Blood Type:** BZ
**Height:** 855 cm (171cm micron)
**Weight:** 6250 kg (50 kg micron)
**Measurements (cm):** 415-290-420 (83-58-84 micron)
**Address:** SDF-1 *Macross;* Macross City; *Algenicus;* Eagle Nest Aerial Tactics Center; *Red Moon; New Macross 7, City 7*
**Occupation:** Queadlunn-Rau Pilot; Fighter Pilot; Test Pilot; Ship Second-in-Command; Mayor
**Affiliation:** Zentraedi; UN Spacy; City 7
**Rank:** Second Lieutenant; First Lieutenant, Captain
**Assignment:** Moruk Laplamiz Fleet; SDF-1 *Macross,* Skull Squadron; *Algenicus,* Dancing Skull; Eagle Nest Aerial Tactics Center; *Red Moon; New Macross 7, Battle 7*
**License:** Flight License
**Family Status:** Married 2010 January to Maximilian Jenius
**Family**: Miriya Fallyna Jenius (wife), Komiria Fallyna Jenius (born March 2011), Miracle Jenius (born in 2017), Muse & Therese Jenius (twins, born in 2022), Emiria Jenius (born in 2024, moves to Veil), Miranda Jenius (born in 2026), Moaramia Jifon (adopted in 2030), Mylene Flare Jenius (born February 2, 2031)

**Her Career**

Miriya has been one of the longest active characters in the Macross saga. As she progresses, adjust her information as follows:
2012: Rank 2 (UN)
2030: Mecha Pilot: VF 10, Instruction 8, Authority 6, Rank 3 (UN)
2045: Miriya is now a civilian politician:

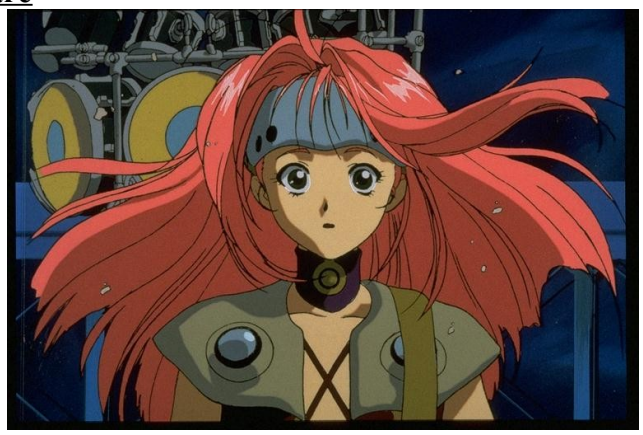
Jenius, Moaramia Fallyna **(formerly Moaramia Jifon)**

Role: VF Pilot (former Anti-UN)
Stats: INT 6, COOL 9, PRE 7, EMP 3, AGIL 12, TECH 2, STR 5, BOD 5, ATTR 8, MA 7, EDU 2, LUCK 8, SPIR 1
Skills: Mecha Pilot: Battle Pod 6, Mecha Pilot: VF Series 7, Mecha Weaponry 7, Mecha Combat 5, Radio
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Communications 6, Tactics 4, Automatic Weapons 2, Hand-to-Hand 4, Rifle 5, Military Etiquette 6, Athletics 6, Dodge & Evade 6, Mecha Pilot: Queadlunn-Rau 4, Gymnastics 6
Perks/Talents: Rank 1 (UN),
Complications: Distinctive Features (ears, hair) 10

Moaramia was trained almost from birth to pilot the Variable Glaug and to devote her entire life to combat. In fact, she called herself the "Zentraedi Fighting Star." Maximilian and Miriya Jenius encounter this girl when she attacks their Dancing Skull special forces team at the New Nile weaponry base. Max and Miriya later adopt her as a (Micronized) daughter into her teenager years. She enlists with the Dancing Skull under her new radio call sign "Purple Skull." She is 6 years old as a clone in 2030.

**Gender:** Female
**Lineage:** Meltrandi
**Occupation:** Test Pilot; Fighter Pilot
**Affiliation:** Zentraedi, UN Spacy
**Rank:** Second Lieutenant
**Assignment:** Cristrania, New Nile Weaponry Base; *Algenicus,* Dancing Skull
Family: Max & Miriya Jenius (adopted parents)

## Jenius, Mylene Flare



Role: Civilian Musician
Stats: INT 4, COOL 5, PRE 6, EMP 5, AGIL 6, TECH 3, STR 2, BOD 4, ATTR 5, MA 5, EDU 2, LUCK 7, SPIR 6
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Dance 6, Perform: Sing 7, Mathematics 3, Charismatic Leadership 3, Aware/Notice 4, Wardrobe & Style 6, Personal Grooming 6, Composition 3, Play Instrument 8, Social 5, Athletics 2, Mecha Weaponry 4, Drive 5, Mecha Pilot: VF Series 6, Cooking 3, Computer Operation 2, Mecha Weaponry 5, Mecha Combat 2, Swimming 5, Fencing 3
Perks/Talents: Genius (Mecha Pilot) 2, License 1 (automobile), License 2 (VF pilot), Animal Empathy, Beautiful 1, Perfect Pitch, Contacts 10 (parents), Wealth 4
Complications: Bad Temper -5, Obsessed -5 (the fans), Distinctive Features (hair, ears) -10, Impulsiveness -5, Jealousy -10 (Basara's skill), Dependant -5 (Guvava)

Driven by family disagreements, Mylene leaves her parent's home on the Macross 7 fleet and joins the Fire Bomber band. Although she harbors a sprite-like, independent streak, she's always worried about pleasing the all-important "kyaku-sama" (their concert fans).

**Gender:** Female
**Birthdate:** 2031 February 2
**Age**: 14 in Macross 7 (turns 15 in 2046)
**Birthplace:** Space carrier *Red Moon* in flight near the Eta Carina Nebula
**Lineage:** Human-Zentraedi
**Blood type:** Bc ("c" is a Zentraedi Microne blood type)
**Height:** 153.3 cm
**Measurements (cm):** 78-52-82
**Family Status:** Unmarried, informally engaged to Gamlin Kizaki (later to Basara)
**Address:** Hotel des Sacres, City 7, *Macross 7*
**Occupation:** Musician
**Affiliation:** Fire Bomber; UN Spacy, Sound Force
**Interests:** Galaxy Drive, synchronized swimming, fencing
**Favorite Food:** Katsu-don (fried pork cutlet on rice bowl), pizza, mango pudding
**Favorite Artist:** Alice Holiday
**Special Ability:** Able to communicate emotively with Guvava, an extraterrestrial long-haired mouse. Her rapport with the mouse is perfect.
**Occupation:** Band player
**Instrument:** Bass Guitar

## Johnson, Millard

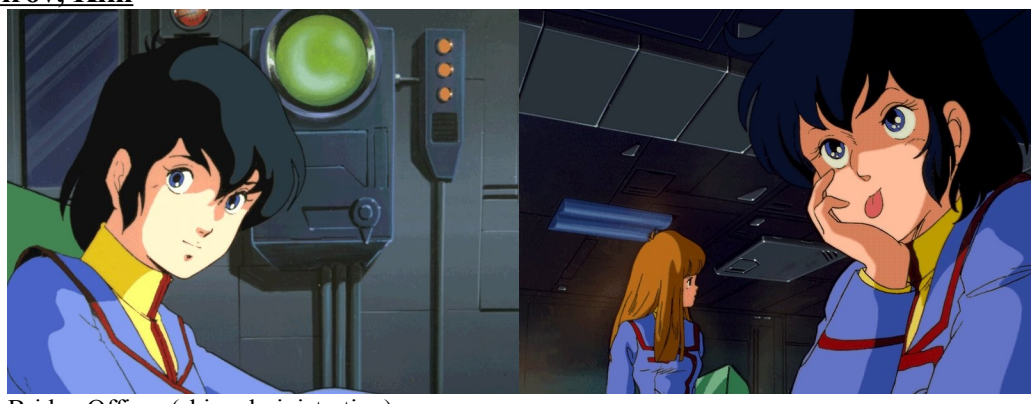
Role: VF Pilot / Command Officer
Stats: ?
Skills: ?

Perks/Talents:
Complications:
The colonel oversees the VF-X developmental test flight program at New Edwards Air Force Base (a battle injury relegated this former pilot to desk duty). Wielding his trademark cane whip, he supervises the prototype test trials between the YF-19 and the YF-21 fighters.
Age: 52 in 2039
Gender: Male
Occupation: Developmental Program Supervisor
Affiliation: UN Air Force
Rank: Colonel
Assignment: New Edwards Air Force Base

## Juutilainen, Eddie

Role: VF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?
Eddie Juutilainen serves in the Purple Team of the Skull Squadron after it is assigned a new leader before the Battle of Saturn. He is known for his impatient, restless personality. He is nicknamed "Wingmate A" and, with his teammate Bruce Rudel, "the Valkyrie unit's AB combo."
**Age**: 19
**Gender**: Male
**Birthplace**: Finland
**Height**: 195 cm
**Weight**: 83 kg
**Occupation**: Pilot
**Affiliation**: U.N. Spacy, SDF-1 Macross, VF-1Skull Squadron, Purple Team
**Rank**: Staff Sergeant
**Assignment**: Stonewell/Bellcom VF-1 Valkyrie

## Kabirov, Kim



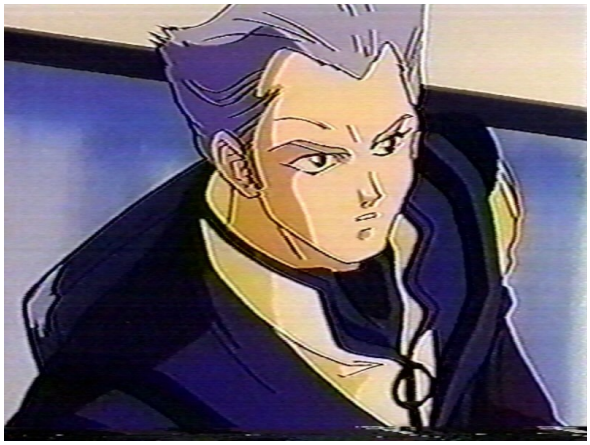
Role: Bridge Officer (ship administration)
Stats: INT 7, COOL 6, PRE 6, EMP 6, AGIL 5, TECH 6, STR 3, BOD 3, ATTR 7, MA 5, EDU 7, LUCK 5, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Computer Operation 7, Persuasion 6, System Knowledge 6, Authority 5, Human Perception 7, Bureaucratic 6, Athletics 2, Hand-to-Hand 2, Automatic Weapons 2, Handgun 2, Dodge & Evade 2, Dance 5

Perks/Talents:
Complications:
Kim is the ship administrator on the bridge of the Macross. She has short black hair.
**Gender:** Female
**Birthplace:** South Asia Federation (Russian ?)
**Age**: 19 in Macross
**Blood Type:** A
**Height:** 164 cm
**Weight:** 49 kg
**Measurements (cm):** 80-59-85
**Family Status:** Single as of 2046
**Address:** South Asia Federation; SDF-1 *Macross;* Macross City; Eden, Officers' Housing
**Occupation:** Ship Administration, Level One Operator
**Affiliation:** UN Spacy
**Rank:** First Lieutenant
**Assignment:** SDF-1 *Macross,* Bridge

## Kakizaki, Hayao

Role: VF Pilot
Stats: INT 5, COOL 7, PRE 5, EMP 5, AGIL 6, TECH 5, STR 4, BOD 5, ATTR 4, MA 6, EDU 3, LUCK 2, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 4, Mecha Weaponry 4, Mecha Combat 4, Pilot: Fixed Wing 5, Athletics 2, Hand-to-Hand 2, Automatic Weapons 2, Handgun 2, Dodge & Evade 2
Perks/Talents: Rank (UNSAF) 1
Complications:
Hayao is an average VF pilot assigned to Hikaru along with Maximilian. He is killed in battle in 2010 when he fails to outrun the overloaded omni-directional barrier when it detonates. His piloting skill is marginal at best.
**Gender:** Male
**Birthplace:** Japan
**Age**: 17 in Macross
**Lineage:** Japanese
**Height:** 207 cm
**Weight:** 140 kg
**Address:** Japan; SDF-1 *Macross;*
**Occupation:** Fighter Pilot
**Affiliation:** UN Spacy
**Rank:** Sergeant; Second Lieutenant
**Assignment:** SDF-1 *Macross,* Skull Squadron
**Project Team:** Vermillion Team
**License:** Flight License

## Kizaki, Gamlin



Role: VF Pilot
Stats: INT 6, COOL 7, PRE 5, EMP 5, AGIL 7, TECH 6, STR 4, BOD 5, ATTR 5, MA 7, EDU 4, LUCK 7, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot 7, Mecha Weaponry 7, Mecha Combat 5, Athletics 5, Computer Operation 5, Computer Hacking 6, Survival 5, Rifle & Shotgun 6
Perks/Talents:
Complications:

Gamlin is an ace pilot assigned to the VF-17 elite group Diamond Force. After the death of Kinrya, he takes over as commander of the group.

Gamlin is a dedicated, straight-laced soldier. As such, he becomes very self conscious and nervous about frivolities early in the series. At first he sees Basara as a nuisance in battle, but then comes to respect Basara for his courage and dedication to stopping a costly war.

**Birthdate**: 1-17-2026
**Height**: 179cm
**Weight**: 71 kg
**Blood Type**: AB
**Hobbies**: Reading, Atmospheric Diving, Crafting Ship-in-a-Bottle

## Klein, Klan

Role: PMC Meltran Ace Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: Meltran Power Armor 8, Mecha Pilot: VF Series 7, Mecha Gunnery 8, Mecha Combat 7, Wardrobe & Style 6
Perks/Talents: Full Blooded Meltran, Acute Sense: Vision
Complications: Macronization Anomaly

Meltran captain who leads the Pixie Team of the S.M.S. As a top ace, she pilots a crimson red Queadlunn-Rea in macronized Zentraedi size. She is self-conscious of her small size when micronized due to a genetic anomaly. She has known Michael since they were children, and has romantic feelings towards him but never acts on them for fear of ruining their friendship.

There are many romanizations of her name, and I have gone with the one given on the official Macross Frontier website.

**Age**: 19
**Height**: 12.5m as a macron (8-9m is more realistic, see Chapter 4: Contemplations)
**Gender**: Female
**Occupation**: ace pilot
**Affiliation**: SMS
**Rank**: Captain
**Project Team**: Pixie Squadron
**Hobbies**: Fashion

## Kravsheera, Quamjin

Role: Zentraedi Pilot / Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents:
Complications:

Quamjin is an impulsive and wreckless commander in the Boddole Zer fleet.

**Height**: 11.85m as a macron (likely to be shorter; see Chapter 4: Contemplations)

## Kridanik, Vrlitwhai

Role: Zentraedi Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents:
Complications:
Cybernetics: Zentraedi ocular implant

Vrlitwhai Kridanik was fulfilling his mission of searching for Supervision Army survivors when he encountered the ship *Macross* and the Humans who rebuilt it on 1999 February 7. In the resulting Space War I, he pursued the ship relentlessly, even as his orders changed with every new revelation on the Humans. His split from the Zentraedi's Boddole Zer Fleet and peace treaty with Earth's United Nations helped the allied forces win the war in 2010 February 11. In the aftermath of Space War I, he helped

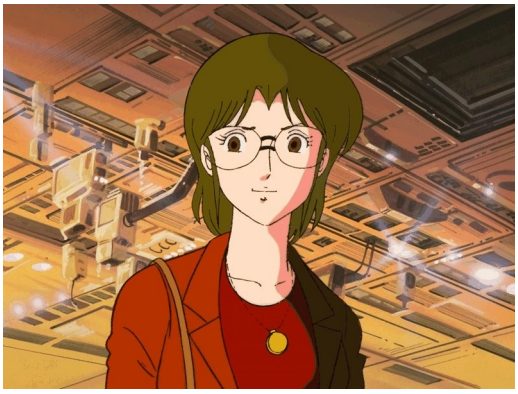
capture a Zentraedi factory satellite for the new United Nations in 2011 October. The United Nations later appointed him commander of the United Nations Spacy in 2016. As a commander type Zentraedi, he possesses greater strength and endurance than the other types, as well as the ability to survive short periods in space. He is 34 years old as a clone in 2009.
**Gender:** Male
**Lineage:** Zentraedi
**Birthplace:** Zentraedi Clone Synthesis System
**Height:** 13.54m
**Weight:** 16,750 kg
**Address:** Nupetiet Vergnitzs-bis V VI III I, Vrlitwhai Fleet
**Occupation:** Fleet commander
**Affiliation:** Zentraedi, United Nations Spacy
**Assignment:** Golg Main Fleet, 118th Boddole Zer Main Fleet, 67th Glruimual Class Division Vrlitwhai Branch Fleet; United Nations Spacy Command

## Kudo, Shin

Role: Fighter Pilot / VF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Pilot: Fixed Wing 7, Pilot: VF Series 6
Perks/Talents: ?
Complications: ?

Shin Kudo is a second-generation Japanese-American who lost his parents in the U.N. Wars. He became an United States Navy ace pilot before joining the U.N. Forces variable fighter developmental program. He later pilots the VF-0. While at the island of Mayan, he encounters a local girl named Sara Nome and her sister Mao. Although young, brusque, and self-conscious about his short stature compared to other pilots, he is known for his fiercely-held pride and coolness under fire. Until now, he has only known war his entire life.
**Age**: 18 in 2008
**Gender**: Male
**Lineage**: Japanese
**Height**: 168 cm
**Family**: parents deceased in war
**Occupation**: Pilot
**Affiliation**: United States Navy; UN Spacy
**Assignment**: ***Illustria*** (Grumman F-14 Tomcat); CVN-99 ***Asuka II***, Skull Team (Northrop Grumman/Stonewell/Shinsei VF-0)

## Laird, Vanessa



Role: Bridge Officer (communications)
Stats: INT 8, COOL 4, PRE 5, EMP 6, AGIL 7, TECH 8, STR 2, BOD 3, ATTR 7, MA 5
EDU 6, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Radio Communications 9, Electronic Warfare 5, Computer Operation 8, Oratory 5, Satellite Communications 7, Radio Scramblers 8, Cryptography 6, Language: English 7, Authority 3, Wardrobe & Style 7, Personal Grooming 6, Military Etiquette 4, Tactics 4, Dancing 5, Athletics 2, Hand-to-Hand 2, Automatic Weapons 2, Handgun 2, Dodge & Evade 2
Perks/Talents: Rank (UN) 2,
Complications: Bad Sight -10 (needs glasses)

Vanessa is the operator in charge of external communications and information analysis onboard the Macross. She has medium length brown hair and wears glasses. She was born in South America, and is of French lineage.

After Space War I, Vanessa remained in Macross City as a communications officer for the UN Main Headquarters on the refitted SDF-1 Macross.

**Gender:** Female
**Birthplace:** France, grew up in South America
**Age:** 21 in Macross
**Blood Type:** B
**Height:** 167 cm
**Weight:** 49 kg
**Measurements (cm):** 79-60-87
**Family Status:** Married
**Address:** SDF-1 *Macross;* Macross City
**Occupation:** External Communications, Information Analysis, Level 1 Operator
**Affiliation:** UN Spacy
**Rank:** First Lieutenant
**Assignment:** SDF-1 *Macross,* Bridge

## Lang, Emil

Role: UN Mechanical Engineer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Expert: Overtechnology 8, Mechanical Engineer 8
Perks/Talents: ?
Complications: ?

Dr. Emil Lang was onboard the SDF-1 Macross when it folded into orbit around Pluto. He was the lead researcher in developing the pinpoint barrier system as well as engineering the modular transformation of the Macross to allow it to fire its main cannon after the fold engine vanished.

In the Macross anime, he is in fact an unnamed character only listed as "chief engineer". Emil Lang is in fact his Robotech name, but I have decided to use it here.

## Lang, Monica

Role: Civilian Military Provider [bridge officer]
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?

Complications: ?

Monica Lang is the S.M.S. operator mainly responsible for radar. She is the chief operator among the three main operators, and she has a straightforward, lead-by-committee type of personality. She has a crush on Captain Wilder, and enjoys his "sexual harassment".

**Age**: ?
**Gender**: Female
**Occupation**: bridge officer
**Affiliation**: SMS
**Rank**: ?
**Family**: grand-daughter of Emil Lang?

## Laplamiz, Moruk

Role: Meltrandi Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents:
Complications:

Laplamiz was the commander of a fleet of Meltrandi during Space War I. After the war was concluded, she allied with Quamjin while stranded on earth, and together they made their last offensive against the SDF-1 in 2011.

The TV series shows her as being a sub-commander of Quamjin's fleet, although there are many references to the fact Meltrandi and Zentraedi fleets not working together. Her stats here represent her DYRL version, where she was an independent fleet commander rather than Quamjin's flunky.

**Gender**: Female
**Lineage**: Meltrandi
**Assignment**: Moruk Laplamiz Fleet Commander

## La Salle, Claudia

Role: Bridge Officer (weapons & navigation)
Stats: INT 7, COOL 7, PRE 6, EMP 5, AGIL 6, TECH 7, STR 3, BOD 3, ATTR 6, MA 6
EDU 6, LUCK 7, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Radio Communications 7, Computer Operation 8, Ship Weaponry 8, Navigation 7, Mathematics 6, Astro-Navigation 7, Athletics 2, Hand-to-Hand 2, Automatic Weapons 2, Handgun 2, Dodge & Evade 2
Perks/Talents:
Complications:

Claudia is the bridge officer in charge of navigation and ship weaponry. Claudia is the current (and main) romantic interest of Roy Fokker during Space War I. She is also Misa's best friend.

**Gender:** Female
**Birthplace:** America
**Age:** 21 in Macross
**Blood Type:** O
**Height:** 182 cm
**Weight:** 48 kg [59 kg]
**Measurements (cm):** 90-58-92
**Address:** North America; SDF-1 *Macross;* Macross City
**Occupation:** Chief Weaponry Officer, Navigator
**Affiliation:** UN Spacy
**Rank:** Second Lieutenant
**Assignment:** SDF-1 *Macross,* Bridge
**Family:** Related to Edgar La Salle from Macross Zero?

## La Salle, Edgar

Role: RIO
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Edgar La Salle is one of Shin Kudo's few friends as well as his rear-seat radar intercept officer. Unlike Shin, he is cheerful and quite skilled in singing as well as dancing. He enjoys and appreciates clayworks and other forms of primitive art.

**Gender:** Male
**Birthplace:** America
**Age:** 18 in 2008
**Height:** 178 cm
**Occupation:** Radio Intercept Officer
**Affiliation:** United States Navy; UN Spacy
**Assignment:** *Illustria* (Grumman F-14 Tomcat); CVN-99 *Asuka II*, Skull Team (Northrop Grumman/Stonewell/Shinsei VF-0)
**Family:** Related to Claudia La Salle from Macross?

## Laurence

Role: Civilian Scientist
Stats: ?

Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Laurence is an under-appreciated scientist on Zola. He has spent almost his entire life researching the galactic whales and attempting to communicate with them. He develops the Laurence Speaker System for the VF-5000 and VF-19.

## Lee, Ozma

Role: VF Pilot / PMC VF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Ex UN pilot who joined the SMS civilian military provider on the Macross Frontier fleet, having left the military after failing to protect a fleet from an attack by then-unknown alien forces. He now takes care of one of the survivors, Ranka. He once had a relationship with Lt. Catherine Glass. He is a big fan of Fire Bomber.

**Age**: 27
**Gender**: Male
**Occupation**: VF pilot
**Affiliation**: SMS
**Project Team**: commander of Skull Squadron

**Lee, Ranka**

Role: Civilian Entertainer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Native Type-V (5), Prehensile Hair (5)
Complications: Dissociative Amnesia (-10)

High school student with dreams of becoming a singer like her idol, Sheryl Nome. She is ¼ Zentraedi and has inherited a genetic quirk allowing her to move her hair the way some Zentraedi have prehensile tentacles. Her mother, Ranshe, was unknowingly infected with Type-V while pregnant with Ranka. This meant Ranka was born as a natural carrier of Type-V, giving her voice fold waves similar to the Vajra (who mistook her as one of their own and tried to collect her twice). Because of the first attack in 2048, she suffers dissociative amnesia, causing her to forget things that upset her.

She represents the other side of teenage idols. That is to say that putting fame and fortune in the hands of a teenager is a double-edged sword. Lynn Minmei used her song to save humanity and bring culture to the Zentraedi while Sheryl Nome becomes one of the most famous singers of her era. However, Ranka's singing repeatedly lures the Vajra to attack, bringing death and destruction, making her sink into depression and almost forcing her to give up on her dream.

**Age**: 15
**Gender**: Female
**Occupation**: high school student
**Family**: Brera Stern (brother), Ranshe Mei (mother; deceased)

## Lone, Myung Fang

Role: Civilian Entrepreneur
Stats:
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills:
Perks/Talents:
Complications:

Once an aspiring singer, she gave up on her dreams to become the promoter (and secretly the emotions) for virtual idol Sharon Apple.

## Lovelock, Ray

Role: VF Pilot / Civilian Entertainer

Stats: INT 5, COOL 7, PRE 5, EMP 5, AGIL 6, TECH 7, STR 5, BOD 6, ATTR 5, MA 7
EDU 4, LUCK 5, SPIR 4
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot 7, Mecha Weaponry 7, Mecha Combat 5, Athletics 5, Computer Operation 7, Computer Hacking 8, Survival 5, Play Instrument 8, Drive 6
Perks/Talents: Contacts (UN Military) 5, License 2 (VF), License 1 (driving), Ace Pilot
Complications:

Ray Lovelock was once an elite VF pilot in the VF-11 Pink Peckers squad in the 2030's. During one mission, him and his best friend Stephen were cut off from their unit by a Zentraedi ambush. Against Stephen's advice, Ray attacked, and Stephen was killed in the counterstrike. Ray left the UN and swore to never fight again.

After leaving the UN, Ray wanders as a drunken vagabond from colony to colony for a time. Eventually he meets up with a young Basara and is inspired by Basara's song. Using his connections with the UN, he arranges with Captain Max Jenius to allow Basara the use of the VF-19 Kai stored on City 7 and later to keep Basara out of trouble with the Fleet 7 command staff.

## Lynn, Kaifuun

Role: Civilian Entertainer / Manager
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Acting 7, Martial Arts 7
Perks/Talents:
Complications:

Martial arts expert, peace activist, producer, and Minmei's cousin by marriage. He is 19 in 2009. After Space War I, he tries to kindle a romance with Minmei with support of their family; however Minmei later spurns him when he becomes a depressed alcoholic. Eventually he lives on the Macross 11 fleet as the manager for Fire Bomber American.

**Gender:** Male
**Birthplace:** Japan
**Lineage:** Chinese
**Blood Type:** B
**Height:** 182 cm
**Weight:** 67 kg
**Address:** Chinatown, Yokohama, Japan; SDF-1 *Macross; Macross 11*
**Occupation:** Movie actor, manager

## Lynn, Minmei

Role: Civilian Entertainer
Stats: INT 4, COOL 4, PRE 8, EMP 8, AGIL 4, TECH 5, STR 2, BOD 2, ATTR 7, MA 4, EDU 2, LUCK 5, SPIR 2
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Cook 7, Dance 6, Perform: Sing 7, Perform: Acting 5, Mathematics 3, Charismatic Leadership 4, Aware/Notice 2, Wardrobe & Style 6, Personal Grooming 6, Composition 3, Play Instrument 1, Social 3, Athletics 2
Spiritia Skills: Emotion Manipulation 4
Other: Beautiful 2, Wealth 4, Contacts 5 (Hikaru, Misa, several figures in the entertainment business), Airhead (forget trivial things) -5, Stubborn (risk embarrassment) -5, Public Figure (frequent) -10, Impulsiveness (risk embarrassment) -5, Obsession: Hikaru (risk embarrassment) -5

In the beginning, she was simply a Chinese restaurant waitress in high school with dreams of being a star. In fact, she had moved to her uncle and aunt's restaurant in South Ataria Island, site of the fallen Macross, because her aunt was more receptive to those dreams than her parents. She thought her aspirations were lost when the she, Hikaru, and the entire island was unceremoniously deposited in deep space, but her surprise win in the Miss Macross Contest revived them.

Early in her career, Minmei is an innocent and somewhat naïve girl with dreams of becoming a big star. As a typical teenage girl, she tends to be a bit on the self-centered side and whimsical. After the defeat of Boddole Zer, Minmei goes on to perform at several of the budding cities trying to rebuild on the devastated Earth in an attempt to boost morale. After time, she attempts to rekindle her romance with Hikaru Ichijyo; however, even after Hikaru chooses to be with Misa, she never gets over her crush on him and remains single.

Since Space War I, her exploits and her role in the battle with the Boddole Zer Main Fleet have become the stuff of legends and countless retellings. She performed a Sayonara Concert Tour where she performs her last new song, Angel's Paints, before embarking upon the Megaroad-01 on a colonization voyage in 2012. She was last heard just before disappearing with the Megaroad-01 in 2016. The DYRL movie, filmed in 2031 by the survivors of the original Macross voyage, started a second Minmei boom that lasted well into the late 2040's.

She has been given minor spiritia capabilities. Awakening the genetic history of the Zentraedi would take more than "just a song". However, she has only touched the tip of her abilities before burning out and retiring from music.

**Gender:** Female
**Birthdate:** 1993 October 10 (15 years old in 2009)
**Birthplace:** Yokohama, Japan
**Lineage:** Japanese-Chinese
**Blood Type:** O
**Height:** 158 cm
**Weight:** 47 kg
**Measurements (cm):** 80-58-87
**Address:** Chinatown, Yokohama, Japan; Macross City, South Ataria Island; SDF-1 *Macross;* Macross City; SDF-2 *Megaroad-01*
**Occupation:** Restaurant waitress, idol singer, movie star
**Family:** Lynn Feichun (aunt), Lynn Kaifuun (cousin by marriage), Lynn Paoshun (father), Lynn Shigeyo (mother), Lynn Shaochin (uncle), Lynn Yotaru (nephew)

## Macmillan, Lucy

Role: Bridge Officer (communications)
Stats: INT 6, COOL 6, PRE 5, EMP 6, AGIL 5, TECH 8, STR 3, BOD 4, ATTR 7, MA 5, EDU 5, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Oratory 5, Radio Communication 8, Satellite Communications 5, Radio Scramblers 5, Cryptography 5, Electronic Warfare 4, Language: Zentraedi 2, Computer Operation 7, Wardrobe & Style 6, Personal Grooming 6
Perks/Talents: Beautiful 3
Complications:

Lucy is a communications officer working on the Shinsei Industry team during Project Supernova. She becomes romantically entangled briefly with Isamu.

**Gender:** Female
**Lineage:** Caucasian
**Age**: 21 in Macross Plus (2039)
**Occupation:** Operator
**Affiliation:** UN Spacy
**Project Team:** Super Nova AVF, YF-19 Team

## Margot, Bobby

Role: PMC Bridge Officer (pilot)
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Wardrobe & Style 9, Personal Grooming 9, Starship Operation 6
Perks/Talents: Membership (SMS) 6, Rank (SMS; Captain) ?
Complications: ?

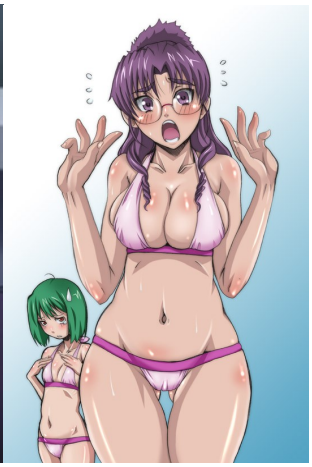
Bobby Margot is the helmsman of S.M.S's warship. Although stern in appearance, he is a homosexual man whose heart is "completely a girl's." He once worked as a hair and make-up stylist in the past (regarded as a “legendary makeup artist”), and he is considered a very understanding person by the female crew members. Deep in his heart, he has an unrequited love for Ozma Lee and a fondness for Basara-sama.
**Age**: ?
**Gender**: Male
**Occupation**: Macross Quarter helmsman
**Affiliation**: SMS
**Rank**: Captain

## Marley, Reymond

Role: Producer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents:
Complications:

A leader in the Sharon Galaxy Tour. Has brown hair in a ponytail and dark sunglasses. He is the owner of Sharon Apple.
**Gender:** Male
**Affiliation:** Macross Consortium
**Project Team:** Media Department, Product Management Division, Sharon Apple Project
**Occupation:** Director

## Matsuura, Nanase



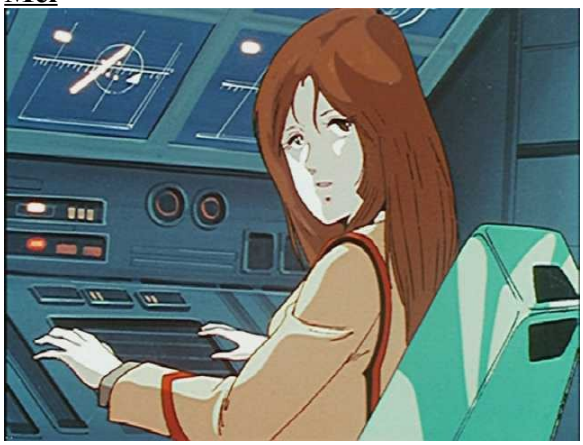
Role: Civilian
Stats: INT 5, COOL 5, PRE 5, EMP 6, AGIL 5, TECH 4, STR 3, BOD 4, ATTR 7, MA 5, EDU 2, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Drawing 5, Expert: Clothing Design 4, Wardrobe & Style 4
Perks/Talents: Beautiful 3
Complications: Shy -5

Nanase Matsuura is a friend of Ranka Lee who also works part-time at the Nyan-Nyan Chinese restaurant and dreams of becoming a fashion designer. She is also a classmate of Alto Saotome and Michael Blanc at Mihoshi Academy. She is shy and quiet. She supports Ranka's dream of become a singer. She is rather insecure about her overdeveloped bust (metric G cup). Her glasses are a fashion choice.

In the TV version she is injured in a Vajra attack and left in critical condition. In the movie version, she is largely unharmed (and has almost no screen time).

**Age**: 16
**Gender**: Female
**Occupation**: high school student/waitress

## Mei



Role: Bridge Officer (tactical)
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?

Complications: ?

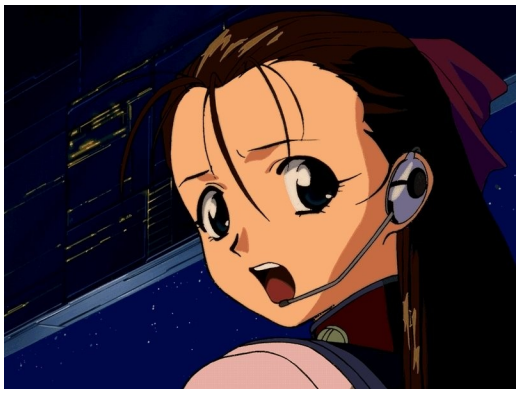
Mei is the tactical officer for the SDF-1 Macross while Misa Hayase is off duty.

## Midou, Shiba

Role: ?
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Ace T-Crush player. There are rumors he is Max Jenius' illegitimate son.

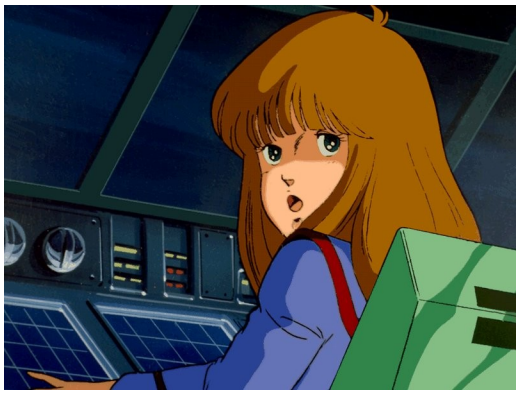
## Miho Miho



Role: Bridge Officer (operations)
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Computer Use 8, Radio Communications 7, Athletics 2, Hand-to-Hand 2, Automatic Weapons 2, Handgun 2, Dodge & Evade 2, Expert: Snack Foods 5
Perks/Talents:
Complications:

Right forward bridge operator assigned to coordinating battroids during battle. Gabby off duty and often seen on Kinryuu's shoulder. She has great interest in various snacks.
**Gender:** Female
**Birthdate:** 2022 March 31 (23 in 2045)
**Birthplace:** White Flora satellite city in Jupiter orbit
**Blood Type:** A
**Height:** 156 cm
**Measurements (cm):** 83-60-85
**Education:** UN Spacy Officers' Academy
**Address:** Macross 07 Fleet
**Occupation:** Bridge Operator
**Affiliation:** UN Spacy
**Assignment:** Macross 07 Fleet, Macross 7, Battle 7 Bridge
**Interest:** Stamp Collecting
**Special Ability:** Cooking, graphic pen penmanship (third level), signal interpretation
**Favorite Foods:** Rare cheese cake, banana
**Rank:** Ensign

## Milliome, Shammy



Role: Bridge Officer (operations)
Stats: INT 8, COOL 4, PRE 5, EMP 6, AGIL 7, TECH 8, STR 2, BOD 3, ATTR 7, MA 5, EDU 6, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Radio Communications 8, Tactics 5, Authority 3, Basic Tech 3, Mathematics 4, Computer Operation 7, Reflector Systems 7, Concentration 5, Awareness/Notice 6, Tactics 4, Athletics 2, Hand-to-Hand 2, Automatic Weapons 2, Handgun 2, Dodge & Evade 2
Perks/Talents:
Complications:

Shammy is the right forward bridge operator assigned to coordinating battroids during battle, and later to operate the pinpoint barrier system. She tends to be somewhat meek and girlish compared to the rest of the bridge crew (she wears socks instead of nylons).

**Gender:** Female
**Birthplace:** Finland
**Age**: 18 in Macross
**Blood Type:** O
**Height:** 155 cm
**Weight:** 48 kg
**Measurements (cm):** 81-61-86
**Family Status:** Married (after 2010)
**Address:** Finland; SDF-1 *Macross;* Macross City; Apollo Base Colony, Moon
**Occupation:** Communications, substitute air group tactical officer, Level 1 Operator
**Affiliation:** UN Spacy
**Rank:** First Lieutenant
**Assignment:** SDF-1 *Macross,* Bridge

## Mishima, Leon

Role: UN Administrator
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Leon Mishima is the Chief of Staff to the Executive Office of the President of the New U.N. Always calm and composed, he is a close aide to President Howard Glass and guides the president on political matters and policy. He has Howard Glass assassinated as part of his conspiracy with the Macross Galaxy committee, and is arrested for his war crimes.

**Age**: ?
**Gender**: Male
**Occupation**: Administrator
**Affiliation**: UN
**Rank**: ?

## Nantes, Warera

Role: Zentraedi Soldier
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

One of three Zentraedi soldiers micronized and smuggled onboard the SDF-01 Macross to collect intelligence.

On a side note, when his name is combined with his two comrades and spoken quickly, it sounds like “warera lolicon da”, which means “we have lolita complexes”, or more directly “we are pedophiles”.

**Age:** ?
**Gender:** Male
**Birthplace:** ?
**Height:** ?
**Weight:** ?
**Occupation:** soldier, spy
**Affiliation:** Zentraedi; UN Spacy
**Rank:** ?
**Assignment:** Golg Main Fleet; UN Spacy Command

## Neumann, Yang

Role: Civilian Engineer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mechanical Engineer 8, Mecha Design 9, Mecha Tech 9, Computer Use 10, Computer Hacking 9, Expert: Sharon Apple 8
Perks/Talents: ?
Complications: ?

YF-19 development staff's chief engineer, hacker, and "genius scientist participating in military weapons development”.

**Gender:** Male
**Age**: 19 in 2039
**Lineage:** Chinese-German

**Occupation:** Developer
**Affiliation:** Shinsei Industry, Inc.
**Project Team:** Super Nova AVF, YF-19 Team
**Sharon Apple Fan Club member number:** HAK0000001

## Nome, Mao

Role: Civilian Shaman / Civilian Scientist
Stats: INT 5, COOL 3, PRE 4, EMP 7, AGIL 6, TECH 2, STR 2, BOD 3, ATTR 5, MA 7, EDU 1, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Swimming 5, Shiphandling: Small Watercraft 3, Expert: Bird Men 3, Basic Tech 1
Perks/Talents: Protoculture Gene
Complications: ?

Mao Nome has grown up in a shaman family that watches over the South Pacific island of Mayan. Unlike her older sister Sara, she is carefree and sprite-like. She yearns for a life in the cities beyond the island. She is infatuated with the pilot Shin Kudo, whom she has gotten to know well during his time here. She is 11 years old, and has a lot of curiosity about technology.

After her sister's disappearance, she goes on to get higher education, becoming a medical doctor and lead the research team to Gallia IV to study the Type-V infection and its relationship to the Vajra. It is presumed she was killed in their attack in 2048 at the age of 50. Sheryl Nome is her granddaughter.

**Birthdate:** 1997

Mao Nome in 2048

Later in her career increase her EDU to 8, TECH to 7, INT to 7 and add the following skills: Biology 8, Med Tech 8, Paramedic 5, Mathematics 7, Xenology 7, Expert: Type-V Infection 8

## Nome, Sara

Role: Civilian Religious
Stats: INT 4, COOL 5, PRE 7, EMP 6, AGIL 5, TECH 1, STR 3, BOD 3, ATTR 8, MA 5, EDU 1, LUCK 5, SPIR 1
Secondary: END 30, HUM 60, Run 15m, Leap 1.25m, Anime Leap 7.5m, Swim 5m, BTM -1, REC 6, RES 15, STUN 15, HITS 15 (head 5, torso 10, limbs 7), Lift 40 kg, Throw 12m, DMG -1, EV 2
Skills: Religion 5, Singing 5, Expert: Bird Men 5, Craft: Carving 5, Swimming 5, Shiphandling: Canoe 5, History 5, Charismatic Leadership 2, Social 3, Persuasion 5, Interrogation 1, Melee 1
Perks/Talents: Beautiful 4, Protoculture Gene
Complications: Intolerance -10 (outsiders), Intolerance -10 (technology)

Sara Nome has grown up in a shaman family that watches over the South Pacific island of Mayan. As such, she resents the encroaching war between the United Nations and the Anti-United Nations forces. Her resentment extends to the combatants such as pilot Shin Kudo. She is forthright yet graceful under pressure. Her family's shaman traditions include singing as one of its duties. Until now, she has only known peace her entire life. She is 16, and is training to be her village's shaman. When she first meets Shin, she dislikes him for bringing war to her home, but soon develops feelings for him after learning he doesn't want the war. She leaves earth with the AFOS at the conclusion of Operation Iconoclasm.

**Age**: 16 in Macross Zero (2008)
**Gender**: Female
**Family**: Mao (younger sister)
**Address**: Mayan, South Pacific Ocean
**Occupation**: Shaman in training

## Nome, Sheryl

Role: Civilian Entertainer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Singing 8, Perform: Dance 8, Wardrobe & Style 8, Personal Grooming 6, Language: French 6, Pilot: PA 1, Pilot: VF Series 1
Perks/Talents: Beautiful 4, Wealthy 8
Complications: Vulnerability (fold sickness) -5, Type-V Infection -5
Cybernetics: optic splice

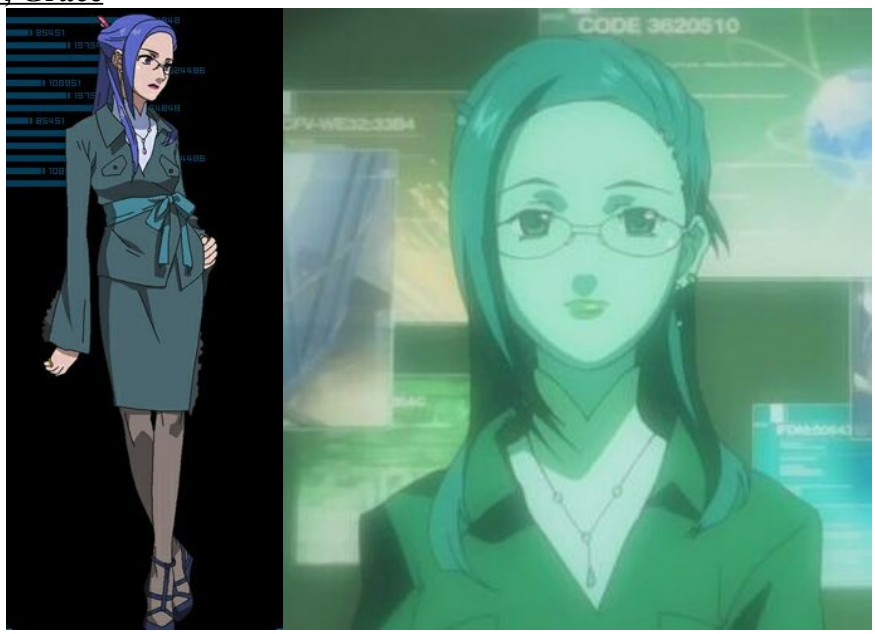
Sheryl lived on the Macross Galaxy, and became a famous singer holding the top spot on the Galaxy Network Chart for 15 weeks straight. After the Galaxy was attacked by the Vajra, she enrolled into Mihoshi Academy in the pilot course alongside Alto Saotome. She knows nothing of her mother (who was killed for leading an anti-implant faction), only that her lucky earrings were left to her by her mother (until Alto lost one while fighting the Vajra; she later finds out these earrings are made from fold quartz). She is diagnosed (and secretly infected by Grace) with the Type-V infection and goes on suppressant medication after Grace leaves her. She quits taking the medication to enhance her fold wave power (see Sourcebook 3) once Ranka runs away. She is eventually cured by Ranka when they land on the Vajra homeworld.

Sheryl prides herself on being “all natural” and in the fact she built herself up from nothing into a galactic celebrity. She is confident to the point of being arrogant. She falls in love with Alto because he ignores her fame and treats her like any other girl. She does have an optic splice which allows Grace to see what Sheryl sees.

Her medication is manufactured by Witchcraft on the Macross Galaxy. While it suppresses her Type-V infection, it has the side effects of vomiting, chills and fevers.

Notes: Near the end of the conflict with the Vajra, her Type-V infection upgrades to -15 when it turns lethal. Then after the final battle with Grace, her Type-V becomes innate, becoming a 5 point Talent.
Notes: In the movie version, Sheryl does not get saved by Ranka. Instead, she burns out her life singing during the final battle and remains in a coma thereafter.
**Age:** publicly stated as 17

## O’Connor, Grace




Role: Military Intelligence / Civilian Manager
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Beautiful 3
Complications: Manchurian Candidate
Cybernetics: Full Body Replacement, Solid State, livewires (many), fold link, Times Square Plus, slave link

Grace O'Connor is Sheryl Nome's manager from Macross Galaxy. She is a woman with a glamorous physique and a gentle, calm attitude and tone. As a capable manager, she can be shrewd and intimidating. She is uniquely able to deal with Sheryl's affairs. Like many from Macross Galaxy, Grace possesses a fully-prosthetic body and has the ability to move her consciousness to other bodies (her real body was stored on Macross Galaxy main island). Her real name and rank is Colonel Grace Godunwa.

In the TV version, Grace is one of the major conspirators to conquer the galaxy, if not the main conspirator. However in the movie version, she herself is a slave to the rest of the conspirators via her slave link implant.

**Age**: ?
**Gender**: Female
**Occupation**: Researcher of 117th long distance science fleet; Sheryl Nome’s personal assistant/manager; conspirator of the Macross Galaxy
**Rank**: Colonel

## Polyansky, Nora

Role: Fighter Pilot / VF Pilot
Stats: INT 5, COOL 5, PRE 5, EMP 4, REF 6, DEX 5, TECH 4, STR 3, BOD 5, ATTR 7, MA 6, EDU 2, LUCK 6, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Pilot: Fixed Wing 9, Mecha Pilot: VF Series 8, Dodge & Evade 6, Rifle & Shotgun 4, Hand-to-Hand 6
Perks/Talents: Membership (Anti-UN) 6, Rank 3 (Anti-UN), Beautiful 4, Combat Sense 2
Complications: Hunted (UN) -15

Nora is the second in command of the SV-51 squadron of the anti-UN forces fighting in Mayan in 2008. She is cold, confident and beautiful. Little is known of her past beyond a scar across her abdomen and an intense hatred of the UN Government (her parents were killed by, and she herself raped by, UN soldiers). During the war, she toys with Shin Kudo. She dies when her fighter is caught in the beam of the AFOS while chasing Shin's fighter.

**Age**: 25 in 2008
**Gender**: Female
**Occupation**: Variable Fighter Pilot
**Affiliation**: Anti-UN Forces
**Assignment**: *Auerstädt* (Sukhoi/Israel Aircraft Industries/Dornier SV-51)

## Rerenia, Raramia

Role: PMC Meltran Ace Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Full Blooded Meltran, Acute Sense: Vision
Complications: ?

Raramia Rerenia is a Meltran pilot in the Pixie Team of the S.M.S. She pilots a Queadlunn-Rea in giant Zentraedi size. She is known for her boyish appearance and piercing looks. She is killed by the Vajra in 2059 (although she does not die in the movie version).

**Age**: ?
**Gender**: Female
**Occupation**: ?
**Affiliation**: SMS
**Rank**: ?
**Project Team**: Pixie Squadron

## Rex

Role: Civilian Biker
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Streetwise 4, Motorcycle 7, Handgun 3, Intimidation 4, Brawling 2, Awareness/Notice 4, Personal Grooming 4, Wardrobe & Style 4, Seduction 2
Perks/Talents: Beautiful 1
Complications: ?

Rex is the leader of an all female biker gang onboard the Macross 7 fleet. She comes to respect Basara for his guts and willingness to live life. She is possessed by Sivil for a short time.

## Robbins, Katori Brown

Role: UN Mechanical Engineer / Civilian Mechanic
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Expert: Cutlery 5
Perks/Talents: Membership 6 (Robinson Family), Rank ? (UN Spacy; Colonel), Genius (Mechanical Engineer) 3
Complications: ?

Katori is the person in charge of maintenance at and the originator of the Macross Frontier's private maintenance company "Robinson Family". She is a natural-born mechanic who is said to have taken apart a Valkyrie engine when she was 8, and became the mechanic of a Research Fleet when she was 13. She is contracted to do most of the maintenance of the airframes that appear in the Vanquish Races. She was selected as a New Unified Forces mechanic from the Research Fleet, and even though she was feared as the monster that could tune up the AVF that were becoming a black box, her mechanic-temperament female personality didn't suit the armed forces, and she retired at a young age. Her rank when she retired was Colonel. For that reason, she is still called "Colonel" out of respect by the pilots that she was acquainted with in those days. Her hobby is collecting cutlery [edged tools].

## Rora, Nene

Role: PMC Meltran Ace Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Full Blooded Meltran, Acute Sense: Vision
Complications: ?

Nene Rora is a Meltran pilot in the Pixie Team of the S.M.S. She pilots a Queadlunn-Rea in giant Zentraedi size. She is quiet and calm by nature, and refers to Klan as big sister. Outside of battle she seems quite timid and dislikes conflicts.

**Age**: ?
**Gender**: Female
**Occupation**: ?
**Affiliation**: SMS
**Rank**: ?
**Project Team**: Pixie Squadron

## Roshan, Mina

Role: PMC Bridge Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Beautiful 3, Wealthy 6
Complications: ?

Mina Roshan is the S.M.S. operator in charge of managing the status of onboard systems. She goes about things at her own pace and can seem incomprehensible, but she is quite proud of her IQ of 180. She is of Indian ancestry, and her family is a high-class member of an Indian zaibatsu (financial clique).

**Age**: ?
**Gender**: Female
**Occupation**: ?
**Affiliation**: SMS
**Rank**: ?

## Rudel, Bruce

Role: VF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Bruce Rudel serves in the Purple Team of the Skull Squadron after it is assigned a new leader before the Battle of Saturn. He is known for his cool demeanor under fire. He is nicknamed "Wingmate B" and, with his teammate Eddie Juutilainen, "the Valkyrie unit's AB combo."

**Age**: 20
**Gender**: Male
**Birthplace**: Germany
**Height**: 185 cm
**Weight**: 75 kg
**Occupation**: Pilot
**Affiliation**: U.N. Spacy, SDF-1 Macross, VF-1Skull Squadron, Purple Team
**Rank**: Staff Sergeant
**Assignment**: Stonewell/Bellcom VF-1 Valkyrie

## Saotome, Alto

Role: PMC VF Pilot
Stats: ?

Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Acting: Kabuki 7, Personal Grooming 7, Wardrobe & Style 7, Pilot: PA 7, Pilot: VF Series 7, Mecha Gunnery 6, Mecha Combat 5
Perks/Talents: Bishounen 5
Complications: ?

High school student onboard the Macross Frontier fleet. He is a natural pilot, and trained kabuki actor. Alto is a bishounen (pretty boy) who is mistaken for a girl at times, and gets irritated by his classmates calling him "princess". He is the son of Saotome Genzo, a famous kabuki actor. He runs away from home to become a pilot, although his older "brother" believes this is just another role that Alto is acting out.

In the TV version, he ends up on the newly taken Vajra homeworld. In the movie version he is taken with the Vajra to leave the galaxy.

**Age**: 17
**Gender**: Male
**Occupation**: high school student
**Affiliation**: SMS
**Project Team**: Skull Squadron

## Scarlett, Chelsea

Role: PMC VF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: Full-Blood Meltrandi, Membership 4 (S.M.S.), Combat Sense 3, Acute Sense: Vision
Complications: ?

Pilot in the private special operation military service, S.M.S's Apollo platoon. She is a pure-blood Zentraedi and her strange career has her viewed as an idol. Adept at reading her opponents' with a strong sensitivity of an artist's character distinguished herself as a talented pilot in space combat, but due to psychological trauma, she was unable to fight and has since turned Valkyrie racing. She recognized Hakuna Aoba's skill although he brandishes a wild speech and behavior.

**Age**: 19
**Rank**: 1st Lieutenant
**Affiliation**: S.M.S.
**VF Type**: VF-19ACTIVE Nothung, VF-11B Nothung II

## Stella, Maris

Role: Vanquish Racer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 6, Mecha Combat 5, Dodge & Evade 4, Awareness/Notice 6, Mecha Weaponry 5, Endurance 3, Navigation 5
Perks/Talents: ?
Complications: Manchurian Candidate, Owned, Minor
Cybernetics: Full-body Conversion, slave control, vehicle link, slave link, fold link

The test pilot of YF-27-5 "Shaher Femail" that belongs to the Macross Galaxy Corporate Armed Forces. She is an organically remodeled human who's especially completely combat inexperienced. She was remodeled to control a VF by implants, with the implant parts themselves serving as the flying skill, as pilots with long military service themselves don't resemble a flight control AI. Maris Stella was created to prove "Project Stella", and that technology (implants imparting flying skill) was viable for mass-production.

The original body was that of a child of the Galaxy Fleet's slums, that Colonel Grace Godunwa, the person in charge of Project Stella, bought and turned into a cyborg. The consciousness is always directly connected to Colonel Godunwa, and is controlled by the implant network. Even though Stella originally had a timid, gentle personality, due to the control by the implants, she was transformed into a cool-hearted personality.

**Age**: 14 in 2058
**Team**: General Galaxy Special Forces Processing Unit
**VF Type**: VF-27-5

## Stern, Brera

Role: VF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 8, Mecha Weaponry 8, Mecha Combat 6, Hand-to-Hand 7, Melee 6
Perks/Talents: Bishounen 2
Complications: Manchurian Candidate, Amnesia -10
Cybernetics: Full Body Conversion, slave control, vehicle link, infrared optics, thermographic vision, medical scanner, slave link, fold link

Brera Stern is the mysterious pilot of a VF-27 variable fighter that Alto Saotome encounters aboard a Vajra carrier. He plays the harmonica and knows the same song that Ranka Lee remembers from her childhood, as he is her older brother. He suffered amnesia from the attack on Gallia 4 in 2048. Like many on Galaxy, he has a fully-prosthetic body. His original name is Brera Mei.

In the TV version he lands on the Vajra homeworld with the rest of the main characters. In the movie version, his slavery to the conspirators is much more severe, and he dies destroying the conspirators onboard the Battle Frontier / Vajra queen hybrid.

**Age**: ?
**Gender**: Male
**Occupation**: VF Pilot
**Affiliation**: Macross Galaxy *Antares Squadron*; Macross Frontier
**Rank**: Major
**Project Team**: VF-27

## Takatoku, Chris J.

Role: UN Mechanical Engineer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

Often referred to as the “father” of variable technology. He was one of the lead designers of the VF-0 and VF-1.

## Temzin

Role: Zentraedi Infantry / Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents:
Complications:
Cybernetics: Zentraedi ocular implant

Commander of the rowdy 33rd Zentraedi marine fleet. He threatens rebellion unless Sheryl Nome comes to Gallia IV to provide his troops with entertainment.

His resemblance to Quamjin both physically and in temperament may indicate he is of the same clone series.
**Height**: ?

## Turner, Aries

Role: Military Scientist
Stats: INT 9, COOL 6, PRE 3, EMP 4, AGIL 5, TECH 8, STR 3, BOD 3, ATTR 6, MA 6, EDU 8, LUCK 5, SPIR 1
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Med Tech 7, Research 7, Biology 9, Expert: Protoculture 5, Astronomy 8, Mathematics 8
Perks/Talents: Membership 6 (UN), License 1 (automobile), Beautiful 2
Complications: Addiction (cigarettes) -5, Bad Health -10

Aries Turner is a government researcher known for her genius-level intelligence, if not necessarily for her well roundedness or savvyness. She excels in her particular fields of biological and extraterrestrial

evolutionary studies, but is otherwise unknowledgeable of anything that doesn't interest her. She is occasionally anemic and suffers moody bouts from low blood pressure. She studies and gives top-secret seminars about the Protoculture research being undertaken by the United Nations. She has known Roy Fokker in the past, before the events that will take place in the South Pacific Ocean one year before Space War I. She dies during Operation Iconoclasm in 2008.
**Age**: 26 in Macross Zero (2008)
**Gender**: Female
**Affiliation**: UN Government
**Assignment**: CVN-99 *Asuka II* (AFOS project)

## Wilder, Jeffrey

Role: VF Pilot / PMC Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Surfing 5
Perks/Talents: ?
Complications: ?

Jeffrey Wilder is the S.M.S. ship captain with the rank of Colonel. He was formerly a pilot on a U.N. Forces aircraft carrier. Despite his relaxed and playful demeanor, he is a dependable ship captain who will go out of his way to do the right thing.
**Age**: ?
**Gender**: Male
**Occupation**: captain of Macross Quarter
**Affiliation**: SMS
**Rank**: Colonel

**Zielonaska, Magdalena**

Role: Vanquish Racer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: Mecha Pilot: VF Series 6, Mecha Combat 7, Dodge & Evade 5, Awareness/Notice 6, Mecha Weaponry 5, Endurance 4, Navigation 6
Perks/Talents: Beautiful 4, Wealthy 8, Contact 9 (Vistula & Oder Bank), Fame
Complications: Bad Personal Habit (money grubber) -5

Descendant of Poland-Lithuania. Her nickname is "Lena" and has a splendidly attractive body. She the daughter of Frontier Fleet's Vistula & Oder investment bank and is an intelligent woman to the extent that she graduated from the university by grade skipping. She cherishes her grandfather's modified SV-51γ, the SV-52γ, which he flew during the Great Interstellar War, believe it or not. According to her, it's "The oldest and best variable fighter." Substantial work crews are loaned to and participate in Vanquish.

Anyways, her race violently challenges the creed, "History of mankind's struggle is not to be forgotten". Especially popular when grabbing the hearts of Vanquish fans with flashy rough-play in close-quarter combat. She is a selfish, moody person who believes she can do anything, if there is money involved, but is in fact, caring madame with a very strong sense of responsibility.

**Age**: 19
**Team**: Vistula & Oder
**VF Type**: SV-52γ

# Chapter 4 – Contemplations

This chapter attempts to cover or explain possible information or background of Macross that does not make sense; due to conflicting data or lack of data entirely. This chapter is mostly speculation, and isn't considered canon.

## Earth's Annihilation

### Against the Theory

As the anime states, the earth was nearly annihilated from Boddole Zer's planetary siege. Sources have listed approximately 100,000 survivors from the Macross,

Lunar station, Grand Cannons and the orbiting colony clusters. This explanation has flaws.

First, some comparison values. At 8:30 AM on 18 May 1980, Mount St. Helens erupted in Washington, in the northwest US. The eruption changed the structure of the mountain by displacing roughly a cubic mile of material through avalanche, lava flow, or ash column. For those metric users out there, a cubic mile is roughly ($1.6^3$) = 4.1 cubic kilometers. This is material that started off compacted, not material that was loose to begin with. The mountain's height was decreased by 1300 feet (roughly 400 meters). By noon, the ash column was reaching Idaho, the next state over. Four hours - roughly 200-250 miles.

The Zentraedi bombardment of Earth likely caused destruction the likes of which we, in real life, have at best seen on an infinitely smaller scale at nuclear weapons tests. That said, what exactly were the weather effects? There were none.

That's right. A couple hours after the bombardment, Hikaru and Misa come down more or less in the middle of the former heartland of Strategic Air Command, where nuclear missiles were held and therefore an area apparently full of launch sites to an enemy who didn't know about two decades of disarmament and moving weapons around. And where's the ash cloud? Where are the tornado-force winds? Where's the unbreathable miasma? It's not there.

Now, I have no doubts at all that anywhere there was an impact, in this case meaning either a crash or a shot from orbit, there were massive fires and significant seismic or volcanic-like activity. In areas like the Middle East, where there was nothing to shield the ground from the effects, what you likely have are entire countries glassed over. But without seeing a lot of that dirt sublimated and thereby polluting the air, or turned into an ash cloud and thereby blacking out the sun and changing the climate, I have a really hard time believing that places like Zhiguli, Cheyenne Mountain, any submarine... you get the idea... were really touched by the Rain. I strongly suspect that the actual number of human survivors of just the bombardment is much higher than the commonly-held hundred-thousand or so. A hundred thousand, even with cloning and even with Zentraedi assistance, would be hard-pressed to launch the kind of massive colonization efforts we see in Macross. For one thing, the cloning facilities had to be built in the middle of an ongoing war of pacification!

With the destruction of 90% of earth’s surface, we would have a dead world within 10 years. Based on scientific research we would see:

Atmosphere destruction: Carbohydrate to Oxygen chemical change = 0%, Nitrogen levels skyrocket, natural ozone production stops, atmosphere thickness drops in pressure several thousand kilojoules and thickness reduced to half or less; atmospheric naturally forming moisture/clouds cease to exist (bodies of water largely burnt off into space with the bombardment/loss of atmospheric pressure)

Biological destruction: Base planktons and bacteria survive, but the food chain ends at less than subvertebrate multicell mush-like jelly/moss, all fauna are human supported, all humans are fauna supported. Evolution is set back to square one, minus a lot of the solar radiation mutagens that are blocked by the large amount of dust that permanently clouds the air.

Aesthetic destruction: No more rainbows (yes zero!); water bodies shrink to half their previous volume, both poles become drifting masses of dirty frozen carbohydrates. South

pole becomes a wind swept desert, even less hospitable with temperature dropping twice as low, and winds ranging four to six times their current speeds.
Magnetic destruction. Earth particular and peculiar spin and slow 5% to 30% by the bombardment; reducing gravity and tectonic movement is increased, long range effects are a loss of internal heat and eventual cooling which precipitates further slowing of spin and further cooling, this is a 100% destruction course for earth life. Quicker effects are the weakening of the magnetic poles (which likely begin drift relatively randomly). The explosion of Boddole Zer's ships is probably strong enough to shove earth into a highly degenerative orbit around the sun; but no worries, before we crash into Mars or Venus (600 to 900 years later); it is much more likely that the moon grazing the surface of earth (90 to 250 years) is enough to begin a cataclysmic cycle of destruction.

**Supporting the Theory**

In Macross, DYRL and Macross Plus, footage of earth is shown to be mostly desert with massive craters spread across the planet (most likely Africa or South America due to the shape). In the screenshot below, it shows a landmass completely devastated with craters. This screenshot *is* earth, as it is from the testing of the X-9 Ghost fighter. Further footage of Guld and Isamu dueling over a desert area of craters on earth.

**Insights on Bombardment**

Orbital bombardment, and I mean this rather in the generic Durandel sense, in the Macross specific sense. The energy blasts arrived from space, penetrated the atmosphere at or near c, destroying or carrying particles encountered with the carrier beam of the particle stream, and impacted the ground, where the lion's share of the delivered energy was dissipated into the earth's crust. The beam then ended at the same speed, resulting in the flow of atmosphere back into the 'hole' that had been left by the beam. Assuming this occurs at the speed of light, most of the 'hole' would close at nearly the same time, in

essence the atmosphere would snap back over the hole as the gasses perform their normal diffusive habit.

Postulated result: The impact site would have a large crater (approximately the size of the beam plus whatever local reactions may have occurred from areas of different density or pockets of superheated water expanding, different results depending on the site) as well as a *huge* radiation count. Atmospheric disturbance as far as disturbed dust being thrown into the stratosphere would be minimal, although there would be some rise of radioactive dust from the heat and the atmospheric disturbance itself. There would also be *severe* seismic disturbances, and based on the amount of damage to the atmosphere (if 90% of the earth's surface was hit by the blasts, I'd say a lot) there would be climactic and temperate effects.

areas of Earth in Macross Plus

**Conclusion**

It is more likely that the 90% annihilation was the final total after all was said and done rather than how much the Zentraedi directly killed. Greatly condensed population areas were likely bombarded by the Zentraedi fleet (keep in mind only the flagship and monitor have the heavy particle beam cannons, and account for less than 1% of the fleet), so most of the damage was inflicted by standard capital ship scale weaponry. But what probably killed a lot of people, and most (or all) of the flora and fauna in the areas not directly hit was the (momentary to week long?) disruption in the Earth's magnetic field and Van Allen radiation belts – which realistically allowed the solar wind (cosmic radiation, etc.) to bake the surface of the Earth.

Modern day tests have shown that the magnetosphere does restore itself rather quickly from being damaged (due to nuclear detonation testing by the United States). Therefore it is likely the magnetosphere repaired itself before the damage became too great for people to live there.

Since the earth is still habitable after Space War I, it is safe to assume the orbital bombardment did not crack the earth's mantle.

**Cloning and Colonization**

Sources state that cloning of people as well as flora and fauna began in full force in 2011, and that widespread cloning of people was discontinued in 2030 due to the increase of hereditary diseases in children. This brings up just how much cloning could be done in a period of time. Going by the above section's statement of approximately

100,000 survivors and the fact that the Megaroad-01 carries approximately 100,000 colonists (not including military escort population), it would indicate that each generation of colonists would be clones of the survivors at first.

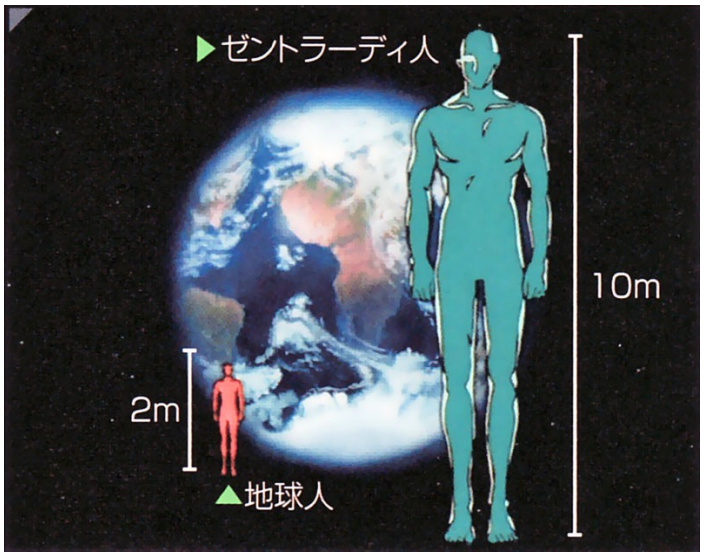
Out of necessity, the first generation or two of clones may have been direct clones of the survivors (meaning there might have been clones of Minmei, Hikaru, etc). Later generations of clones may have been random combinations of male and female genetic donor material not unlike current artificial fertilization technology and grown in the cloning facilities.

**True Height of the Zentraedi Macrons**

[written by McCain at http://www.new-un-spacy.com/m3.html with editing/cleanup by me]

Perhaps no aspect of the Macross series has caused more confusion among fans than the height of the Zentraedi and Meltrandi (with the exception of the unfortunate North American edit of the original Macross in 1985). The only rational answer to the inconsistent size the of Zentraedi and Meltrandi is to dismiss the differences as creative license taken by the Macross creators and animators over the long 25 year history of the franchise. Macross is first and foremost entertainment and the priority for a Macross production is entertaining the audience, not slavishly following the laws of physics over the span of a quarter century of product. However, this section will go through many of the details about the sizes of the Zentraedi/Meltrandi and attempt to address the facts and fictions so as to provide fans with some kind of understanding of the physical size of this fictional race.

If a Zentraedi is 5x human height, that would be the same scale as a 5' human holding a 1' Barbie doll.



< opening of Macross 7

Zentraedi and Meltrandi: Just the Facts

According to both official Macross literature and size charts drawn by Shoji Kawamori and Miyatake Kazutaka, the average Zentraedi is vaguely described as five times the size of an Earth human. Since the average human varies from 1.5 to 2 meters in height (5 to 6 feet in height), a conservative estimate calculates the average Zentraedi as

somewhere between 7.5 to 10 meters tall (approximately 25 to 30 feet tall). The official sizes of the Zentraedi/Meltrandi are supposed to allow them to fit inside a Glaug (16.55m tall), a Regult (15.12m tall), a Nousjadeul-Ger (16.4m tall), a Queadluun-Rau/Rea (16.75m tall) or a Zentraedi Battle Suit (18.1m tall).

Official information describes Meltrandi ace pilot Miriya Fallyna as 8.55 meters tall and 6.25 metric tons in weight, the unhinged Zentraedi ally killer Quamjin Kravshera is 11.85 meters tall, the Archivist Exsedol Folmo is 10.15 meters tall and official trivia for Zentraedi commander Vrlitwhai Kridanik describes his height as 13.54 meters and his weight as 16.75 metric tons. Vrlitwhai is also described in official literature as an exception beyond the norm (designated commander-type Zentraedi) and is said to have greater size, strength and endurance than other Zentraedi. The largest Zentraedi ever seen is Gorg Boddole Zer and he is depicted taller than Vrlitwhai. Page 133 of the book Macross Perfect Memory shows an 8-9 meter tall Zentraedi scaled next to a 1.8 meter tall human but page 171 shows a 11-12 meter tall Zentraedi soldier compared to the 16.4m Nousjadeul Ger battle suit. In what is likely designed as a compromise, Macross Chronicle Issue #8 (WorldGuide, section 08-26) displays a picture of an average Zentraedi male measured as 10 meters tall and the text states (as a somewhat revelatory fact) that no Zentraedi stands below 10 meters in height (minimum of 30' tall).

As Seen On TV

The Zentraedi and Meltrandi are shown somewhat inconsistently throughout most of the original Super Dimension Fortress Macross series (released in 1982). When shown along side humans, the Zentraedi are drawn somewhat larger than their actual dimensions owing to a dramatic effect. Although the Zentraedi are depicted as mostly correct for a giant size being of human-like proportions when a human is held in the grasp of a Zentraedi, the humans appear a little too small compared to the width of a Zentraedi's palm (if that Zentraedi is supposed to be 10 meters tall). However, the proportional differences between a Zentraedi and a human can be understood as dramatic effect and for the most part, the larger Zentraedi (Vrlitwhai, Boddole Zer, Quamjin) are the ones shown holding humans.

The animators appear to take creative license when Maximillian Jenius incapacitates a Zentraedi and utilizes his clothes to disguise his VF-1A Valkyrie Battroid (12.68 meters tall). Fans may rationalize this as Max stumbling upon another commander-type Zentraedi or just a regular Zentraedi that happens to be tall (like Quamjin, who was 11.85m tall).

However, the original SDF Macross series animators also took creative license with the Zentraedi on other occasions, especially episodes animated by the cheaper animation studio STAR PRO (a sub-contractor of Anime Friend). Zentraedi were sometimes mistakenly drawn as equal in size to a VF-1 Valkyrie Battroid, a mecha which is 12.68 meters tall. This has given many fans of the original series the mistaken impression the VF-1 Valkyries were designed to be the same height as the average Zentraedi. However honest a mistake this may be, these sequences remain the primary source of confusion over the proper size of the Zentraedi.

Quamjin

The Zentraedi villain Quamjin from the original Super Dimension Fortress Macross series (released in 1982) is one of the first problems to arise when properly measuring the Zentraedi. Official statistics state Quamjin is 11.85 meters tall but Quamjin is also shown piloting a Glaug, which is only 16.55 meters in height. If Quamjin is nearly 12 meters tall, he is clearly too large to fit inside the cockpit of the Glaug. At best, the Glaug might accomodate a 10 meter tall Zentraedi. In this case we can assume that either Quamjin's height is wrong, the size of the Glaug is wrong or that both sizes are correct and we are meant to ignore the problem.

Klan Klein

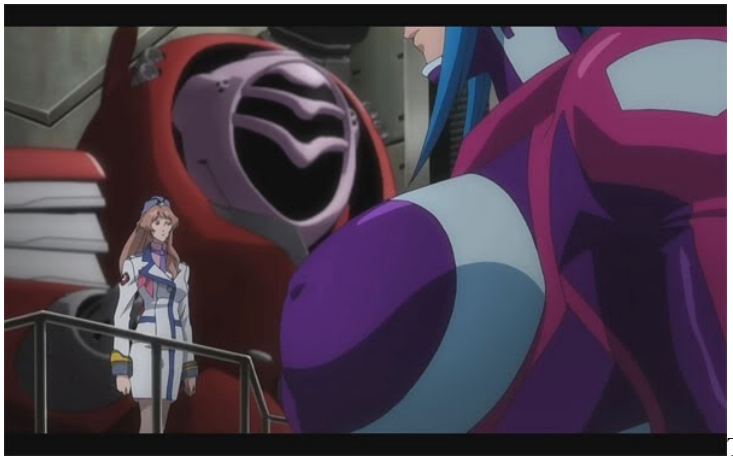
The Macross Frontier series (released in 2008) introduced the Meltrandi pilot character Klan Klein. Many fans have commented on her apparent height discrepancy as a full sized Meltran. Klan's height, particularly in a sequence where she is standing next to Mikhail's VF-25G, is far greater than an average Meltrandi female. Most likely, this discrepancy is creative license on the part of the animators and director. The scene in question was designed to be a personal character development sequence between Klan and Mikhail, a sequence which works much better if Klan appears only a little shorter than her mechanical counterpart. Many fans also note that in this scene Mikhail's VF-25G battroid emotes with non-verbal communication as though the machine were human. Clearly the point of the sequence is to communicate emotion to the audience, while scale and some suspension of disbelief is sacrificed to make the sequence work better for the intended purpose.

Klan and Alto

Nonetheless, to satisfy the nitpickers, the sequence can be examined to determine the height of Klan Klein. Official sources state that VF-25G is 15.59 meters tall in battroid mode (cannons included). Klan appears to be no less than a meter or two shorter than Mikhail's VF-25G battroid. Indeed, Klan's head seems to indicate she is just below the shoulder of the VF-25 battroid and she is tall enough to strike the VF-25G head unit with her outstretched arm. If we were to accept the above sequence as accurate for scale purposes, Klan Klein would be roughly 11-12 meters tall as a full size Meltran. If Klan is really 11-12 meters tall, she is far larger than an average Meltran such as Miriya, who

herself stands 8.55 meters tall when full size. However, Klan is still shorter than Vrlitwhai's 13.54 meter height and she would be nearly the same size as Quamjin, who is 11.85 meters tall. To reconcile this discrepancy, fans could assume that Klan is either descended from the larger commander-type Meltrandi or Klan is naturally an exceptionally tall example of her race (or related to her lolita size as a micronian).

Unfortunately, measuring Klan Klein as 11-12 meters tall creates a problem similar to Quamjin whereby Klan is too large to fit inside her Queadluun-Rea battle suit. Official information states the Queadluun-Rea to be 16.85m in height, so an 11-12m tall Klan would be unable to seat herself inside the cockpit to pilot the mecha. To avoid such problems, it appears wisest to simply accept Klan as an 8-9 meter tall Meltran so she can pilot her Queadluun-Rea and write off her brief increase in size next to the VF-25G as creative license on behalf of the animators.

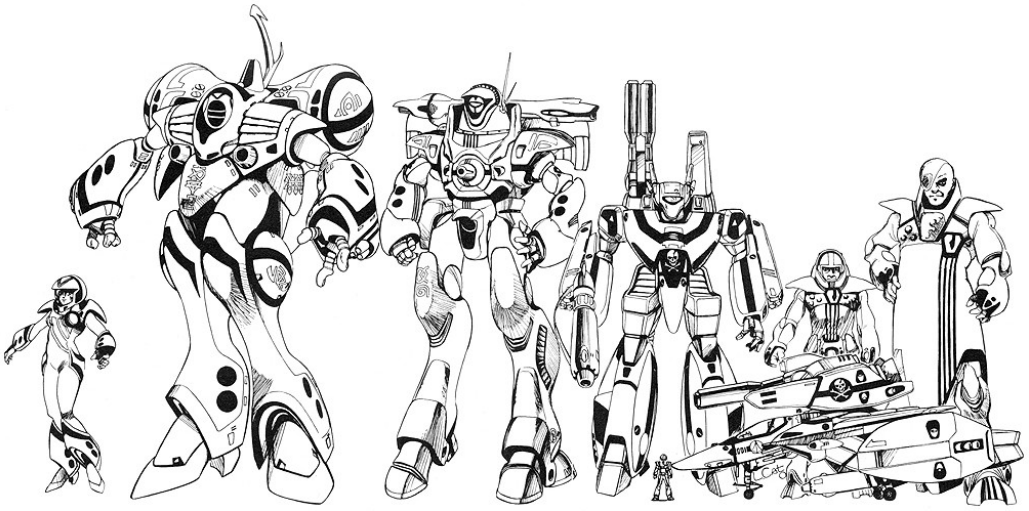

That is a mighty big boob

Do You Remember Size?

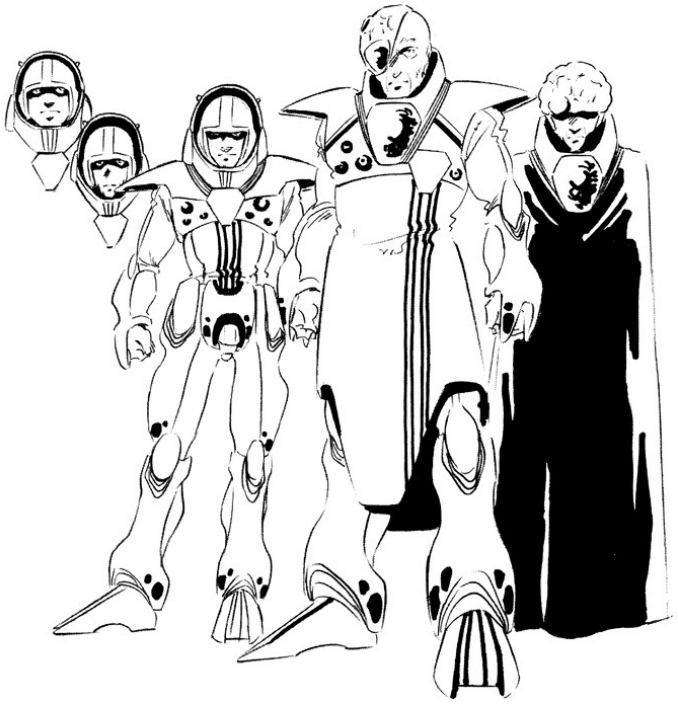
Some more skeptical fans have pointed out that while the official size figures printed in official Macross books are interesting, they cannot override what appears as canon in the anime productions. Even if the examples of poor scale are the result of budget problems (such as the poorly animated episodes drawn by STAR PRO) or creative license, some fans argue that canon Macross is ultimately the animation itself. However, there are significant, plot-relevant and canon benchmarks (the Zentraedi soldier emerges from his Regult in SDFM episode 2, Vrlitwhai vs. Hikaru's VF-1J in SDFM episode 11, etc) as well as accurate scaling in the film The Super Dimension Fortress Macross The Movie: Do You Remember Love?. The film version of the original Macross series features several key sequences that confirm the correct Zentraedi and Meltrandi sizes. When Roy Fokker is captured in his VF-1S Strike Valkyrie, his Battroid is approached by several Zentraedi soldiers. In this sequence, the Zentraedi are shown as several meters shorter than the VF-1S battroid. Also, in Roy's final Battle against Quamjin, the full sized Zentraedi is shown as noticeably smaller than the seated VF-1S Battroid. These depictions are consistent with a 12.68 meter tall VF-1S Battroid compared to a roughly 9-11 meter tall Zentraedi.

It is also worth noting that The Gold Book features a size comparison chart of Zentraedi Soldiers, Vrlitwhai and Exsedol. This chart seems to show Vrlitwhai at a much smaller height, perhaps the 11.38 meters mentioned in This Is Animation #11. Size a size chart in that very issue of TIA shows Vrlitwhai at his regular 13.54 meter height, we're

going to assume the small size chart in The Gold Book is not indicative of the proper height.



This Is Animation #11 ^



< The Gold Book

Your Size

Setting aside the factor of creative license (the best explanation) it appears the average Zentraedi stands about 10 meters tall with understood variations beyond those parameters. The Macross Chronicle states no Zentraedi stands smaller than 10 meters, which would imply that Miriya, Exsedol, and Warera Nantes are supposed to be 10 meters tall. The tallest Zentraedi appears to be Boddole Zer at somewhere over 15 meters while the shortest (ignoring the Macross Chronicle for the moment) appears to be Warera Nantes at roughly 8 meters. The color charts immediately below use the official figures and where differences arise, the charts should only be considered as "best fit".

Left to Right: Miriya (movie; 8.55m), Zentraedi soldier (movie; 10m), Quamjin (movie; 11.85m), Vrlitwhai (movie; 13.54m), Exsedol (movie; 11.75m), Boddole Zer (tv; 15m), Exsedol (tv; 10.15m), Quamjin (tv; 11.85m), Vrlitwhai (tv; 13.54m), Zentraedi soldier (tv; 10m), Miriya (tv; 8.55m), Klan Klein (12.5m), Hikaru Ichijyo (tv; 1.78m)

**Macross Frontier**

Discrepancies between a TV series and movie versions always bring up the issue of "which one is canon?". With the DYRL movie, it is explained as an "in universe" movie made in the 2030's to commemorate the events of Space War I. With the Macross Frontier movies of The False Songstress and Wings of Goodbye, the events are not explained as being separate. If the movies are canon, then the outcome of the events are not going to be the same. If the series is canon, there is no YF-29 or expanded SMS.

For the purpose of this game, I'm meshing the events of the series with the movies.

# Chapter 5 – Alternate Rules

This chapter offers some alternate or simplified rules that the GM can use.

At a most basic level, Macross 2050 uses a set of fundamental assumptions; 2 Kills of armor/structure equals 1 metric ton (1000kg), there are six size scales (human, roadstriker, Mekton, corvette, starship, excessive), 1 Kill equals 25 hits/SDP, 1 MA equals 5m/s, etc. This is relatively arbitrary, but balanced for all sides. As the GM, you can adjust things as you like.

Messing With The Rules

As said before, the GM can alter things as he likes, but is recommended to keep things constant and steady. If the GM wants 1 Kill to equal 50 hits/SDP, he can. If the GM decides that 6 Kills equals 1 metric ton, fine. Adhere to the two maxims of Consistency and Balance and you shouldn't worry. Remember to apply changes universally to all sides.

Not Regretting It

Ignoring the two maxims above leads to headaches and problems. If the GM decides the "bad guys" get 1 Kill equals 25 hits/SDP but the "good guys" get 1 Kill equals 100 hits/SDP, things get imbalanced very quickly. If the GM decides to add a new scale of mega (x1000), bookkeeping becomes a nightmare as he has to scale things to such numbers.

## Hyperactive Macross

This optional rule allows mecha pilots to take more than their two basic actions per turn. Using this rule, a character determines his character's MP (maneuver pool) as normal. He then checks the chart below to determine his APT (actions per turn). While using this optional rule, MP does *not* add additional dice to actions. Furthermore, a character still cannot exceed his normal MA per turn by using multiple actions to move.

| MP | APT |
|---|---|
| 0.1 | 2 actions |
| 2.4 | 3 actions |
| 5-8 | 4 actions |
| 9-12 | 5 actions |
| 13-16 | 6 actions |
| 17-20 | 7 actions |
| 21+ | 8 actions |

## Fleet Combat Simplified

In the case of large-scale fleet combat